Victor Lin

SOFTWARE ENGINEER · FULLSTACK DEVELOPER

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Work Experience

Merit Li-Lin Corp.   *Arcadia, California*
Software Engineer/Support Engineer   *June 2020 - June 2024*

- Work with the engineering team on a new initiative to increase the scalability of the company's business model
- Provided support to clients by ensuring tickets were all resolved or addressed within a 24 hour period
- Ensure the software and hardware of the various 200+ products were up to the company standards
- Review and document defects in products (roughly 15% of all newly released products) that were returned to prevent future issues
- Update the OS on several devices to ensure maximum compatibility and security for deployed products
- Manage the task of training and the validation of an AI model with Python and various libraries for a future product

DrivenBI   *Pasadena, California*
Software Engineer Intern   *June 2019 - Aug 2019*

- Implemented webscraping services with JavaScript to collect data from multiple URLS, gathering up to 5 gigabytes of data per day
- Overhauled the company website to improve the overall user experience (18% more traffic) working with JavaScript, PHP, and MySQL
- Assessed the current BI product along with competitor products to determine essential changes
- Engineered an IndexedDB (database) manipulator with the Electron framework to increase productivity within the company

Colorful Tours Inc.   *San Gabriel, California*
Software Engineer Intern   *Aug 2016 - Aug 2017*

- Managed client information using SQL servers, automating processes to reduce manual labor by up to 50%
- Oversaw the creation of the company website utilising PHP and WordPress
- Managed the organization of invoices and payments

Projects

Fabflix
Software Engineer   *Mar 2021 - Jun 2021*

- Deployed a web application based on the Netflix streaming directory using Apache Tomcat for server deployment and management
- Secured and enhanced User accessibility by utilising password encryption, cookies, and reCaptcha Server authentication
- Implemented an android version of the service to meet the demands for mobile-oriented products
- Integrated an text auto-complete based search feature to further enhance the User browsing experience
- Optimised resource allocation for scalability with load balancing on multiple server instances
- Analysed the differences in performance between the AWS and GCP to determine the most optimal hosting service

Peerify Chat
Software Engineer   *Mar 2020 - Aug 2020*

- Developed a real-time peer to peer web based chat application utilising RTC peer connections
- Utilised Google Apps Scripts and GoogleSheets to store user login data and activity in order to act as a signaling "server" to connect users
- Designed a seamless interface (auto scrolling text update, load buffer animations, etc) inspired by the current social media platforms
- Attempted to integrate security and privacy using basic encryption protocols on chat and login data
- Tested different data structures and functions to prevent scalability issues

Columns Game Development
Designer & Software Engineer   *Feb 2019 - Sep 2019*

- Developed & debugged a 2D block matching game in Pygame to create a interactive user interface
- Converted the project from Python to JavaScript and created a mobile responsive layout
- Utilized Google's cloud based GoogleSheets and Google Apps Scripts to create a live-scoreboard database
- Implemented the Materialize framework to create a intuitive and minimalistic user interface

Skills

Programming Languages: Python, JavaScript(HTML, CSS), Java, SQL, VBA
Applications: Sublime, Git, AWS, Word/ GDocs, PowerPoint/ GSlides, Excel/GSheets, Adobe Suite

Education

University of California, Irvine   *Irvine, California*
B.S. in Computer Science   *Sept 2017 - Dec 2021*

- Relevant Courses: Computer Network Security, Linear Algebra, Data & Web Applications, Machine/Data Mining