

Woody (Wancheng) Lin

COMPUTER SCIENCE · COLLEGE STUDENT

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"Keep calm and love programming."

Education

University of Massachusetts Boston

Boston, Massachusetts

BACHELOR OF COMPUTER SCIENCE, MINOR IN MATHEMATICS

Sep. 2019 - Dec. 2023

- Maintained a GPA of 3.72 in major and earned a place on the Dean's List.

Skills

- Relevant Courses** ■ Software Engineering ■ Database Management ■ Data Structures and Algorithms ■ Internetworking
- Relevant Tools** ■ MongoDB ■ GitHub ■ AWS ■ Miniconda ■ MySQL ■ VS Code
- Frameworks** ■ Spring Boot ■ ReactJS ■ Jekyll
- Languages** ■ Java ■ SQL ■ Python ■ JavaScript ■ C/C++ ■ Racket ■ HTML & CSS ■ R
- Soft Skills** ■ Problem solving ■ Teamwork ■ Communication ■ Time Management ■ Leadership ■ Adaptability

Projects

LE-V-EL: [GitHub](#)

Boston, Massachusetts

CS410 SOFTWARE ENGINEERING | TEAM LEADER

Feb. 2023 - May. 2023

- Provided a platform that allows researchers to test their machine graphical perception algorithms on benchmark datasets.
- Evaluated the datasets remotely in the server once the pull request was accepted and updated the leaderboard on the website accordingly.
- Standardized datasets that cover the graphical perception tasks.
- Technologies used in the project: **Python, JavaScript, Miniconda, GitHub Workflow, Jekyll.**

Twitter Bot: [GitHub](#)

Boston, Massachusetts

EXTRACURRICULAR

May 2023 - Jun. 2023

- Leveraged PM2 for process management, ensuring the bot runs continuously and automatically.
- Utilized an AWS EC2 instance to host the bot, ensuring reliable and scalable deployment.
- Configured the bot to retrieve and upload images from a designated directory, providing a seamless posting experience.
- Technologies used in the project: **JavaScript, Twitter API, Node.js, PM2, AWS EC2 instance.**

2D Game Project: [GitHub](#)

Boston, Massachusetts

EXTRACURRICULAR

May 2022 - Aug. 2022

- Designed and implemented game mechanics, UI, and graphics for a 2D game using **Gamemaker Studio 2** engine.
- Created original game characters and assets, using tools such as Procreate and Adobe Photoshop.
- Debugged and tested the game, ensuring a smooth and enjoyable gamer experience.

Experiences

UMass Boston CS Department

Boston, Massachusetts

TEACHING ASSISTANT | GRADER

Feb. 2023 - Dec. 2023

- CS420 Theory of Computation**, Prof. Chang | **CS310 Advanced Data structures and Algorithms**, Prof. Ouyang.
- Assisted professor in grading assignments and projects.
- Held office hours to help students with course material and homework assignments.
- Collaborated with fellow TAs to plan instructional activities.
- Communicated with students on Piazza, Blackboard, and via email.

Financial Education for Families

Braintree, Massachusetts

WEBSITE DESIGNER | FREELANCE

Jul. 2023 - Aug. 2023

- Collaborated with a designer to lead a successful website redesign project for a small finance company, amplifying their value proposition and strategic goals.
- Leveraged user-centered design principles to optimize website navigation, enhancing user experience across various devices.
- Managed project timelines, adapting to changing requirements and consistently exceeding milestones.
- Integrated Google Domains to host the website.