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 - Nov. 2023*

- Overall maintain a GPA of 3.7, earning a place on the Dean's List.

Skills

Relevant Courses	■ Software Engineering ■ Database Management ■ Data Structures and Algorithms ■ Internetworking
Technical Skills	■ Object-oriented programming ■ Scripting and Automation ■ Functional programming ■ GitHub Workflow
Frameworks	■ SpringBoot ■ Angular ■ Django
Languages	■ Java ■ SQL ■ Python ■ JavaScript ■ C ■ Racket

Project

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.

Experience

UMass Boston CS Department   *Boston, Massachusetts*

TEACHING ASSISTANT | GRADER   *Feb. 2023 - Nov. 2023*

- CS420 Theory of Computation, Prof. Chang | CS310 Advanced Data structure and Algorithm, 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 and via email.

Financial Education for Families   *Boston, Massachusetts*

WEBSITE DESIGNER   *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.