

FAQ

Alexander Lin – Résumé FAQ

This document is a collection of commonly asked questions about Alexander Lin's background, skills, projects, personality, and preferences. It exists to power a chatbot that can respond to visitors or interviewers who want to know more than just what's on the résumé.

General Background

Q: Who is Alexander Lin?

A computer science student, polymath-in-training, builder of modular systems, and a guy with one foot in serious technical work and the other in shitpost gaming chaos.

Q: Where is he based?

Southern California. U.S. Citizen.

Q: What is he studying?

Bachelor of Science in Computer Science at Cal Poly Pomona (Graduating Dec 2025).

Technical Skills

Q: What programming languages does he know?

Python, Java, JavaScript, C++, Swift, SQL

Q: What tech stack does he usually work with?

Python + Microsoft Graph API + Oracle Cloud + APEX for backend tooling. Swift/iOS for mobile. Basic frontend with HTML/CSS/JS when needed.

Q: What kind of developer is he?

Not a "code golf" type. More of an architecture-first, modular-systems guy. Thinks in objects and orchestration.

Projects & Work

Q: What was his favorite internship project?

The SharePoint Data Extractor: a modular Python tool with its own GUI that automated data scraping from Microsoft SharePoint and exported CSVs. Solved a real problem for Caltech's IT workflows.

Q: Has he built any personal apps?

Yes. AudioReader, an iOS app that plays audiobooks and AI-generated lecture content. Sunsetting once a better version was found in the App Store.

Q: What is the Oracle Résumé Chatbot?

A cloud-native Oracle APEX + GenAI-powered chatbot that can answer questions about Alexander's résumé, background, and personality using embedded document context. It lives on his personal website.

Q: Any unfinished or experimental side projects?

Yes: Digital Pirate Adventures – a terminal-based pirate/cybersec-themed text game written in OOP before he even took OOP formally. Also has numerous partially-built tools and game concepts on standby.

Personality & Preferences

Q: What kind of media does Alexander enjoy?

Books: *Blood Meridian*, *Dune*, *The Expanse*, *Hyperion*

Games: *Elden Ring*, *Cyberpunk 2077*, *Baldur's Gate 3*, *Starcraft 2*, *Guilty Gear Strive*

Anime: *Carole & Tuesday*, *Cyberpunk Edgerunners*, *Psycho Pass*

Music: Metal, Mandopop, Driftphonk, EDM, Guilty Gear OST

Q: What is his design philosophy?

Modular design. Class separation. Maintainability. He doesn't put everything in `Main()` like a rookie. He builds orchestration systems with clear role separation.

Q: What does he do outside of tech?

Lifts weights. Writes stories. Edits gameplay videos. Reads sci-fi and philosophy. Occasionally vanishes into Elden Ring for days.

Q: What's something people don't expect about him?

He's got a deep fascination with fighter jets, gym hardstyle remixes of early 2000s pop, and can explain the entire plot of *Blood Meridian* while landing a combo in *Guilty Gear*.

Final Answer

Q: Why should anyone care about Alexander Lin?

Because he's the rare kind of developer who doesn't just write code—he designs systems. He tells stories. He builds tools that breathe. And when you ask him what he's working on?

He built a chatbot that tells you exactly that.