Andy Lin

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EDUCATION

New York University Tandon School of Engineering | New York, NY — Expected May 2026
Bachelor of Science in Computer Science and Integrated Design and Media
GPA: 3.53

- **Relevant Coursework**
  - **EG-UY 1004** | Introduction to Engineering and Design
    - Developed headphones with haptic feedback corresponding to music being played as part of a design project. Developed the codebase and implementation to play vibrations corresponding based on sound frequencies.
  - **CS-UY 3083** | Introduction to Databases
    - Built a mock crime and criminal tracking website with a MySQL database containing multiple different interconnected tables and entities added to the database as part of a class capstone project. Built with a HTML, CSS, and JavaScript frontend, and a Flask and Python backend.
- **Organizations**: Tech at NYU, BUGS Open Source

Stuyvesant High School | New York, NY — June 2022
Advanced Honors Regents Diploma

EXPERIENCE

Chamberlain Group | Oak Brook, IL | *iOS Mobile Software Developer Intern* — May 2025 – Present

- Designed and contributed to a redesigned Discover myQ screen in the myQ Residential app used by over 13 million users worldwide. These screens were implemented primarily in Swift and SwiftUI with some UIKit interoperations and designed with modern modularization and separation of concerns in mind.
- Implemented unit testing for the new screens with Swift Testing.
- Researched and tested various generative AI models and workflows in the software development process of the myQ iOS app, resulting in a 20% increase in developer productivity by accelerating initial screen implementation process.
- Collaborated and discussed with various stakeholders, engineers, and management on the appropriate usage of generative AI models and guided the development process of new features and bug fixes to the existing myQ app.

New York University | New York, NY | *Level 1 I.T. Technical Support Specialist* — September 2022 – Present

- Deployed computers for employee use and developed methods to mass deploy software onto the computers.
- Created documentation for an internal asset management system and provided feedback on the system.
- Provided stellar technical support to employees by cutting through bureaucratic red tape.

PROJECTS

Conceptualized, prototyped, programmed, and distributed apps for Apple platforms, including iOS and visionOS, designed with MVVM principles in mind. Contributed to numerous open-source projects for both Apple and non-Apple platforms.

- Developed and released Tides App, an app built with Swift and SwiftUI that allows watercraft users to view high and low tide times for a geolocated location or a previously saved location, on the Apple App Store.
- Developed and released Test Timer, an app built with Swift and SwiftUI that allows users to keep track of their time on practice exams based on the number of questions remaining, on the Apple App Store.
- Contributed to the development of Talon, an app built with Swift and SwiftUI that allows users to send messages to Discord and Slack servers with webhooks, as well as creating short links to websites and saving key-value pairs.
- Assisted with implementing a better way of handling display scaling on macOS for OpenBVE, a train simulator software built with OpenTK and Mono frameworks and written in C#, by interoperating with native macOS APIs.
- Previously developed and released Low Power Mode Toggler, an AppKit and SwiftUI app written in Swift that allows Mac users to quickly access Low Power Mode through macOS's Menu Bar, on GitHub.

SKILLS

- **Programming languages**: Swift, C#, JavaScript, Python, Dart
- **Data persistence technologies**: SQL, Core Data
- **UI frameworks**: SwiftUI, UIKit, AppKit, HTML/CSS, Flutter