

Andy Lin

andylin@nyu.edu | (212) 740-9513 | linkedin.com/in/andylin2004 | github.com/andylin2004 | andylin.dev

EDUCATION

New York University Tandon School of Engineering New York, NY
Bachelor of Science in Computer Science
Organizations: Tech at NYU, BUGS Open Source
GPA: 3.54

Expected December 2025

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

June 2022

EXPERIENCE

Chamberlain Group *iOS Mobile Software Developer Intern*
Oak Brook, IL

May 2025 – August 2025

- Contributed to the development of the myQ Residential app, used to connect to Chamberlain's line of residential Internet of Things devices and used by over 13 million users worldwide.
- Designed and contributed to the redesigned Discover myQ screens for the myQ Residential app, built primarily in Swift and SwiftUI. The new screens were designed with modern modularization and separation of concerns in mind.
- Researched and tested various generative AI models and workflows in the software development process of the myQ Residential iOS app, resulting in a 20% increase in developer productivity by accelerating the initial screen implementation process.
- Implemented unit testing for the new Discover myQ screens with Swift Testing and dependency injection.
- Collaborated directly with leadership and engineers, including offshore teams, on the appropriate usage of generative AI models and the development of new features and bug fixes to the existing myQ Residential app.

New York University *Level 1 I.T. Technical Support Specialist*
New York, NY

September 2022 – May 2025

- 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

Test Timer | Swift, SwiftUI, UIKit, Mac Catalyst, Core Data, StoreKit

April 2021 – present

- Designed and built a SwiftUI app for Apple devices that allows users to keep track of their time on practice exams based on the number of questions remaining and the amount of time remaining. Previous versions of the app relied partially on UIKit and Mac Catalyst to implement multiple window support on iPadOS and native toolbars on macOS.
- Integrated the Live Activity API into the app so users can keep track of their timer and number of questions remaining on their Lock Screen or in the Dynamic Island.
- Integrated the StoreKit API to implement a paywall on the app for features such as saving and loading preset timer configurations into a database (with the Core Data framework) and app theming.

Criminal Database Capstone Project | HTML, CSS, JavaScript, Python, Flask, MySQL, Git February 2024 – May 2024

- Collaborated with teammates and built a Flask-based mock crime, criminal, and police tracking website for a fictional city as part of the CS-UY 3083, Introduction to Databases class capstone project.
- Integrated a MySQL database with multiple different interconnected tables to store data relating to the criminal and police activities of the fictional cities and to manage user accounts, including different levels of access controls to the criminal database and user account database.
- Used Git to collaborate with teammates and integrate the frontend and backend components of the project.

SKILLS

- Languages:** Swift, JavaScript, Python, HTML/CSS
- Technologies:** SQL, Git, Flask, Mac Catalyst
- Frameworks:** SwiftUI, UIKit, AppKit, Core Data, StoreKit, Live Activity API