

Andy Lin

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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: 3.60

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 iOS 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 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.

HubHive | React Native, JavaScript, Python, Flask, PostgreSQL, Git

September 2025 – December 2025

- Collaborated with other frontend developers to build a React Native-based iOS and Android app, programmed in JavaScript, that enables users to communicate in group chats accessible within a radius of a location. The app also allows users to create and discover upcoming events near their current location.
- Integrated the JavaScript Fetch API to send requests to the backend server and receive responses for user authentication, profile management, group chat creation and interactions, and event creation and loading.
- Integrated Sockets.IO in both the frontend and backend for live streaming new chat messages in group chats.
- Collaborated with backend developers in implementing bug fixes to the backend service, built with Python, Flask, and PostgreSQL. Fixes included migrating database schemas due to a new feature that required a new data model value.
- Used Git to collaborate and develop multiple new features in parallel and maintain a production-ready codebase.

SKILLS

- Languages:** Swift, JavaScript, Python
- Technologies:** PostgreSQL, Git, Flask, Mac Catalyst
- Frameworks:** SwiftUI, UIKit, AppKit, React Native, Core Data, StoreKit, Live Activity API