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: 3.7 (Dean's List)

- **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 1134** | Data Structures and Algorithms
  - **CS-UY 2124** | Object Oriented Programming
  - **CS-UY 2214** | Computer Architecture and Organization
  - **CS-UY 3083** | Introduction to Databases
  - **CS-UY 3314** | Design and Implementation of Programming Languages
  - **DM-UY 2153** | Introduction to Game Development
  - **DM-UY 2193** | Introduction to Web Development
- **Organizations**
  - Tech at NYU
  - BUGS Open Source

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

- **Relevant Coursework**
  - **Software Development**
  - **Systems Level Programming**

WORK EXPERIENCE

New York University | New York, NY | *Level 1 I.T. Technical Support Specialist*   September 2022 – Present
Deployed numerous Windows and Mac computers for employee use. Created documentation for an internal asset management system. Developed solutions for mass deployment of software. Provided stellar technical support to employees.

Software Development | New York, NY   September 2018 – Present
Conceptualized, prototyped, programmed, and distributed apps, including open-source 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.

- Released Tides App, an app built with Swift and SwiftUI that allows watercraft users to view high and low tide times for a specific location (such as the user's current location and saved locations), on the Apple App Store.
- 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.
- 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.
- Contributed to the development of Talon, an app built with Swift and SwiftUI that allows users to send messages to Discord and Slack servers using webhooks, as well as creating short links and saving key-value pairs.
- Created a portfolio website using HTML, CSS, and JavaScript, designed in such a way that users with JavaScript disabled do not experience diminished website functionality.
- Assisted with implementing a better way of handling display scaling on macOS for OpenBVE, a train simulator software built with OpenTK and Mono and written in C#, by interoperating with native macOS APIs.

SKILLS

- **Designed and created web pages and web apps using HTML, CSS, JavaScript, Python, and Flask**
- **Have experience using SQL and NoSQL (Firebase) data storage solutions**
- **Designed and created desktop and mobile apps using C#, OpenTK, Swift, and SwiftUI**
- **Also have previous experience programming in C, C++, and Rust**