# 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
        - **SLDP (Semester Long Design Project)** | Headphones with haptic feedback corresponding to music being played. 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
    - **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**
        - Created a blogging website with a username and password login system with multiple user support using HTML, CSS, JavaScript, and Flask for this class.
    - **Systems Level Programming**
    - **Computer Graphics**

## WORK EXPERIENCE

**New York University |** Brooklyn, NY | *Level 1 I.T. Technical Support Specialist*                    September 2022 – Present
Reformatted and deployed numerous Windows and Mac computers for office employee use. Created documentation for an internal asset management system. Researched and developed solutions to issues that need to be implemented in batches. 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. Contributed to numerous open-source projects for both Apple and non-Apple platforms.

- 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.
- 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, SwiftUI, and UIKit that allows users to keep track of their time on practice AP 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.
- Assisted with implementing a better way of handling display scaling for OpenBVE, a train simulator software built with OpenTK and Mono and written in C#.

## SKILLS

- **Designed and created web pages and web apps using HTML, CSS, JavaScript, 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**