

Matthew Lin

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Work Experience

Programation | Part Time Software Engineer (Full-Stack Development)

Jun 2020 - Present | San Diego, CA

- Technologies: NodeJS, Typescript, ReactJS, ReactNative, ExpressJS, GraphQL, Postgres
- Solely designed & implemented back-end infrastructure for a custom social media app. Back-end was designed with AWS Amplify (NodeJS & TS), DynamoDB & GraphQL
- Worked on development teams for and saw the completion of various company internal projects, and client projects as full stack developer
- Redesigned the company's website adding ghost blog integration (programation.com)

Robolink | Summer STEM Camp Instructor

Jun 2019 - Aug 2019 | San Diego, CA

- Instructed STEM summer camp sessions teaching Arduino, RobotC, and Python to high school students
- Wrote automation code and camp educational material using Python, HTML, and Markdown

Freelance | Software Developer Contractor

Jan 2018 - Jun 2020 | San Diego, CA

- Developed chat bots (NodeJS) as a freelance developer for a social media platform called Discord
- Interacted with various APIs including GoogleTranslate, GoogleSheets, Spotify, etc

Education

San Diego Mesa College

Pursuing AS In Computer Science (Sophomore)

Expected Aug 2021 | San Diego, CA

Credits In Progress/Completed: 35/60

Cum. GPA: 4.0/4.0

Mission Bay High School

Pursuing High School Diploma (Junior)

Expected Jun 2022 | San Diego, CA

Cum. GPA: 4.70/4.0

UCSD Extension

Specialized Certificate In C/C++ Programming

Graduated Sept 2018 | San Diego, CA

Volunteer

Kid By Kid

Math Tutor

Oct 2020 - Present | San Diego, CA

- Tutoring middle school students in a range of math related subjects

Skills

Technical

Proficient with:

C/C++ • JavaScript • Typescript • NodeJS • GraphQL
 ReactJS • HTML • CSS
 Git • MongoDB • PostgreSQL

Familiar with:

GoLang • Docker • Svelte • Bash • Python3 • Markdown

Soft

Strong:

Leadership • Initiative • Resourcefulness • Grit
 Communication • Cooperation

Projects

Portfolio Website | matthewlin.dev

- Portfolio website built using HTML, MaterializeCSS, and ReactJS
- Features material & responsive design to create a robust website where I feature my projects & testimonials

Fast Engine

- Game engine written in C++ using the SDL graphics library

QuickProcess

- Image manipulation tool which allows you to apply filters over images built using ElectronJS & OpenCV
- Image processing code was written in NodeJS using the OpenCV image process library

Leadership Experience

MBHS Entrepreneurship Club

Co-Founder & President

Aug 2019 - Present | San Diego, CA

- Led the club in designing, developing, and deploying a digital school communication platform for students in San Diego Unified School District

FRC Robotics Team 4160

Programming & Electrical Division Lead

Aug 2020 - Present | San Diego, CA

- Redesigned the team's website (team4160.com) overhauling the visual design & layout
- Worked with division mentors and students to write C++ & Python code which controlled the robot and powered vision tracking systems respectively.