Matthew Lin

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Current undergraduate student at San Diego Community College District, seeking to obtain an internship in which I can work on software engineering projects using my technical background knowledge in addition to my organizational and leadership skills.

Work Experience

Programination

Full Stack Development Intern June 2020 - August 2020 | San Diego, CA

- Led the development of a new product for the company used by churches for internal planning.
- Utilized Postgres, GraphQL, and React Native to develop the product mentioned above.
- Utilized React Native to assist in the development of several products for various company clients.

Robolink

Summer Software Intern

June 2019 - August 2019 | San Diego, CA

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

Fiverr Freelancer

January 2018 - June 2020 | San Diego, CA

- Developed chatbots for a social media / messaging service called Discord.
- Gained experience writing clean ES6 NodeJS code
- Gained experience interacting with various APIs including the GoogleAPIs (Sheets, Translations).

Education **UCSD Extension**

C/C++ Specialized Certificate Program Graduated September 2018 | San Diego, CA

San Diego Community College District

Towards Associates of Science Degree Expected August 2021 | San Diego, CA

Major: Computer Science

Credits In Progress/Completed: (34/60)

Cum. GPA: 4.0

Mission Bay High School

Towards High School Diploma
Diploma Expected June 2022 | San Diego, CA
Cum. GPA: 4.79

Skills

Technical Skills

Proficient with:

C/C++ · Python3 · Javascript

ReactJS • HTML5/CSS3

React Native - Flutter

Git · Docker · GraphQL · MongoDB · Postgres

Soft Skills

Strong:

Leadership • Initiative • Resourcefulness • Grit Communication • Cooperation

Technical Projects

Portfolio Website | matthewlin.net

- Portfolio built using HTML, MaterializeCSS, React.
- Features material & responsive design to create a robust website where I feature my big projects.

FastEngine

• Simple game engine written in C++ using the SDL graphics library.

QuickProcess

- Built using ElectronJS & OpenCV.
- Features manipulating images and applying filters to them.
- $\scriptstyle \bullet$ The desktop application was written in HTML & CSS using ElectronJS to package the app.
- The image processing code was written in JavaScript using the OpenCV image processing library.

Leadership Experience

MBHS Entrepreneurship Club Co-Founder & President

August 2019 - Present | San Diego, CA

- Led the club in designing, developing, and deploying a communication platform for students at San Diego Unified School District.
- By serving the club, I gained experience leading a small group of programmers to create a full web/mobile app for our purposes. (As of August 2020, we are nearing the end of our first product development cycle)

Fun Facts

Interests

Entrepreneurship • Teaching • Problem Solving

Hobbies

Running (Track & Field / XC) • Music (Violin & Piano)