

Matthew Lin

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WORK EXPERIENCE

PROGRAMINATION | PART-TIME SOFTWARE ENGINEER (FULL-STACK DEVELOPMENT)

Jun 2020 - Present | San Diego, CA

- Technologies: NodeJS, ReactJS, React Native, ExpressJS, GraphQL, Postgres.
- Currently designing back-end infrastructure for a company client looking to create a social media platform. Back-end was designed with AWS Lambda (NodeJS), AWS Aurora (Postgres), with a GraphQL design.
- Worked on development teams for and saw the completion of various company internal projects, and client projects as both a back-end and front-end developer.
- Redesigned the company's website adding ghost blog integration.

ROBOLINK | SUMMER STEM CAMP INSTRUCTOR

Jun 2019 - Aug 2019 | San Diego, CA

- Instructed STEM summer camp sessions teaching Arduino, RobotC, and Python to middle/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 as a freelance developer.
- Interacted with various APIs including Google Translate, Google Sheets, 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: 4.77 / 4.0

UCSD EXTENSION

SPECIALIZED CERTIFICATE IN C/C++ PROGRAMMING

Graduated Sept 2018 | San Diego, CA

SKILLS

TECHNICAL

Proficient with:

C/C++ • Javascript • Typescript • NodeJS • GraphQL
 ReactJS • HTML5 • CSS3
 Git • Docker • Mongo • Postgres

Familiar with:

Shell • 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 big 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 processing library.

LEADERSHIP EXPERIENCE

MBHS ENTREPRENEURSHIP CLUB

Co-FOUNDER & PRESIDENT

August 2019 - Present | San Diego, CA

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

VOLUNTEER

MATH TUTORING

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October 2020 - Present | San Diego, CA

- Tutored middle school students in a range of math subjects.