Brian Johnson Lin

Software Engineer looking for frontend engineer positions in the tech industry or game developer positions in the game industry.

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Work Authorization: U.S. Citizen

Experience

Waymo • Frontend Software Engineer, Simulation (Angular, Typescript) • Mountain View, CA • August 2020 – March 2023
- Programmed frontend apps for internal simulation tools using Angular.
- Built and managed the frontend for the Driving Set Management project including creation flow, details, search, and landing pages.
    - Collaborated with backend engineers to deliver necessary and vital features.
    - Communicated with multiple teams for user case studies and feature implementations.
    - Maintained and updated tools regularly with bug fixes and new feature requests.
    - Authored design docs and collaborated with other engineers to build products.
- Assisted with general maintenance of several Simhub simulation tools and components.

Waymo (via Randstad Staffing) • Software Quality Ops Associate • Mountain View, CA • September 2018 – August 2020
- Evaluated the quality of Waymo's autonomous vehicle software and specialized in triaging external feedback.
- Analyzed and diagnosed UX bugs in the Waymo app, Google Maps Geo Data escalations, and offboard Transportation-as-a-Service issues in Waymo cars.
- Collaborated with engineers, specialists, and legal teams to streamline triaging workflows by 20% and escalated high priority feedback.
- Promoted to QC level and mentored two trainees in software quality operations workflows.
- Created Heathrow Helper, a Chrome extension made using Javascript, to add improved functionality and quality of life features to internal software quality operations tools.
    - Increased SWQOps team efficiency and decreased company costs using the extension by 25%.
    - Collaborated with program managers and streamlined software quality workflows on internal tools.
    - Managed and maintained the extension by developing new features and resolving bugs within one business day.
    - Managed and maintained documentation and change control for new feature and updates.

Osmo / Tangible Play • Software Engineer, Games (Unity Game Engine, C#, MacOS, iOS) • Palo Alto, CA • October 2016 – July 2017
- Utilized the Unity Game Engine to program Osmo games for iOS.
- Programmed gameplay features on Osmo Hot Wheels MindRacers, an augmented reality children's game using computer vision on real toy cars and physical tokens to race on virtual racetracks.
    - Programmed gameplay features including physics, controls, character abilities, and AI behavior.
    - Coded and implemented UI and UX features such as menus, tutorials, and HUD.
    - Built both dynamic third-person and scripted cutscene camera systems.
    - Integrated assets from Maya into Unity such as 3D maps, scenery, vehicles, and animations.
    - Created map and vehicle creation tools.

Technical Skills

Platforms:	Software:	Game Design:
Angular, Typescript, Java, JavaScript, C, C++, C#, Python, HTML, and CSS/SCSS with the ability to quickly learn more as needed.	Angular, Typescript, Java, JavaScript, C, C++, C#, Python, HTML, and CSS/SCSS with the ability to quickly learn more as needed.	Unity Game Engine, GameMaker Studio Pro

Additional Skills
- Ability to communicate and work cross-functionally with technical program managers, UX designers, and backend engineers.
- Strong mathematics, logic, programming, and problem solving skills.
- Familiar with Microsoft Office Suite and Adobe Creative Suite.
- Extensive knowledge in game theory, computer graphics, & algorithms.

Projects

Portfolio: brianjohnsonlin.com

Moai (Unity Game Engine, C#) • UCSC Senior Project • 2016: Created a 3D procedurally-generated open-world exploration game in the Unity Game Engine over the course of five months. As the lead designer and programmer, I created the premise of the game, spearheaded major design decisions, and programmed visual effects, mechanics, and UI functions.

Technical TeL3Metry (LWJGL 3, Java) • Personal Project • 2014, 2018: Created a 2D puzzle-platformer game that follows a robot named L3M through a series of levels. As the lead designer and programmer, I created the premise of the game, designed all components of the game, and programmed all visual effects, mechanics, and UI functions.

Education

University of California, Santa Cruz - GPA: 3.44 – Double Major (3 yr completion) – September 2013 to August 2016

Bachelor of Science in Computer Science: Computer Game Design, Bachelor of Arts in Computer Science