Brian Lin

34229 Myrtle Ln, Union City, CA 94587 **|** brian.n.lin@gmail.com **|** 925-587-3554
https://www.linkedin.com/in/briannlin **|** https://briannlin.github.io **|** https://github.com/briannlin

EDUCATION

University of California, Irvine

B.S. Computer Science - GPA: 4.0 / Dean's Honors 2020-2022   Expected June 2024

Relevant Coursework: Python Programming, C++ Programming, Data Structures, Computer Organization, Principles in System Design, Discrete Math, Artificial Intelligence, Machine Learning, Information Retrieval

RELEVANT EXPERIENCE

Amazon - PayStation Events | Software Developer Engineering Intern   Sep 2022 - Present
- Developing self-onboarding SDK for PayStation payment authorities which will streamline and standardize authority integration with PayStation Data Provider Service by using AWS CDK, TypeScript, and Java to allow for automatic generation of configurable AWS infrastructure and AWS Lambda handler logic to publish payment events

Hack At UCI | Logistics Organizer   Apr 2022 - Present
- Collaborate with over 30 organizers from various committees to plan, organize, and host technical workshops and hackathons to help the undergraduate computer science community advance and develop their technical skills
- Planned, organized, and hosted social events for VenusHacks, an annual women-centric hackathon with over 80 attendees

UC Irvine Public Health | Undergraduate Researcher   Apr 2022 - June 2022
- Developed agent-based voter model simulations in Python to analyze opinion dynamics of human populations over time, using varying parameters to analyze possible relationships between opinion consensus, fragmentation, and polarization under guidance of Professor Dominik Wodarz

University of California, Irvine | ICS-31 Peer Tutor   Sep 2021 - Dec 2021
- Simplified, explained, whiteboarded, and answered questions about Python fundamentals during in-person lab sections of over 30 college students in an introductory Python programming course
- Assisted students in debugging their code and taught students effective debugging practices

PROJECTS

UCI Dining Hall Web Scraper
- Developed a serverless web scraper using Selenium and AWS Lambda to retrieve nutritional information for each item on UCI's dining hall menu daily, storing nutritional information as JSON documents in Google Firebase
- Deployed an HTTP API with query parameters delivering nutritional information for daily meals using AWS API Gateway

UCI Course Auto-Enroller
- Developed a Selenium web scraper that periodically checks UCI's schedule of classes for class enrollment openings
- Developed an automated Selenium browser and web scraper that integrates with the course planner website AntAlmanac to automatically enroll students in their scheduled classes if there are openings

ICS Search Engine
- Developed a GUI-based search engine for the UCI ICS domain with search queries optimized using tf-idf scoring, bi-gram analysis, and metadata analysis to perform ranked retrieval on over 37,000 unique page documents

Multithreaded Client-Server
- Developed a many-to-one client-server model in C capable of handling synchronized download, upload, and delete requests by multiple clients by using multithreading and mutex resource control

ADDITIONAL

Awards: Deans' Scholarship, Regents' Scholarship
Technical Skills: Python, C++, MIPS, C, Selenium, AWS Lambda, AWS API Gateway, AWS CDK, TypeScript, Java, Dagger