BRIAN LIN / Computer Engineer / brianpoanlin.com / pblin@umich.edu / (408) 921-9880

EDUCATION

UNIVERSITY OF MICHIGAN / Ann Arbor, MI   Expected Graduation: April 2021
– **Computer Engineering,** Bachelor of Science in Engineering / GPA 3.346
– *Embedded Systems Design & Software* / Dean's Honor List, Fall 2018

EXPERIENCE

APPLE / Cupertino, CA   January 2019 – August 2019
Software Engineering Co-Op, Field Diagnostics Tools and Systems Engineering
– Architected, developed, and deployed software that drive iPhone inspection fixtures in factories and repair centers while working closely with hardware vendors to meet the production timeline
– Designed MacOS and iOS software that perform diagnosis of Apple iOS products with Swift and Objective-C
– Prototyped basic circuits to integrate sensors into hardware I/O boards and controllers
– Effectively communicated engineering requirements, documented scope, and demonstrated technical achievements in front of management to ensure successful global deployment

WW (WEIGHT WATCHERS) / New York, NY   May 2018 – August 2018
iOS Software Engineering Intern, User Onboarding and Authentication
– Built software in Agile development sprints with Swift to maintain the top-ranked WW App by accepting tickets, estimating point values, and preserving code livability with continuous integration tools
– Worked with designers and compliance officers to ensure feature implementations are secure and accessible to all
– Engaged in code reviews with senior engineers, created formal pull requests, and frequently submitted builds for quality assurance testing to deliver successful biweekly updates to the iOS App Store

EMERGING TECHNOLOGIES GROUP, UNIVERSITY OF MICHIGAN / Ann Arbor, MI   January 2018 – Present
Software Developer, iOS Augmented Reality Development and Research
– Program flexible, scalable augmented reality frameworks for iOS to enable easy scene creation, vivid animations, and accurate asset placements within a simulated space
– Engineer augmented reality and marker solutions inside designated buildings within the College of Engineering to revolutionize the indoor tour experience

HACKATHONS / Various Locations   April 2013 – Present
Active Participant and Finalist
– Engineer innovative solutions and demonstrate effective proof of concept in short periods of time
– Recognized at PennApps XV (Best Education Hack, 1517 Grant, Top 10), PennApps XVII (Top 30), Mhacks X (Best Financial Hack), and Hacking Generation Y (Best NoSQL Database)

IOS DEVELOPMENT / San Jose, CA   July 2011 – April 2013
Independent iOS Software Developer
– Recognized Apple WWDC Scholarship Recipient for creativity and demonstration of knowledge with the iOS SDK
– Actively develop and publish apps of various functions by participating in hackathons and other events
– Utilize tools such as Git, CircleCI, CocoaPods, and Fastlane for efficiency in development

SKILLS

SOFTWARE: C++ / Agile / Scrum / Objective-C / Swift / MATLAB / Python / Source Control / Continuous Integration
HARWARE: Verilog HDL / FPGA / Quartus / Digital & Electrical Circuits / Controls

COURSEWORK

SOFTWARE: Data Structures and Algorithms (EECS 281), Embedded Systems Design (EECS 373), Programming and Data Structures (EECS 280), Discrete Mathematics (EECS 203), Interactive Applications (SI 364)
HARWARE: Signals and Systems (EECS 216), Digital Logic Design (EECS 270), Circuit Design & Analysis (EECS 215), Computer Organization (EECS 370), Control Systems (EECS 460)

RECENT PROJECTS

Reko / PennApps XVIII
Utilized Machine Learning to create a revolutionary platform for career fairs. Peer-to-Peer web socket communication between iOS devices.

Guru / PennApps XV
Revamped livestreaming instructional technology to instantaneously connect students with a professional tutor in an enhanced platform with a live on-screen whiteboard for collaboration.

Swaste / PennApps XX
Incentivizing and educating proper waste disposal through computer vision, machine learning and multi-platform software-electrical systems.