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

EDUCATION

University of Michigan / Ann Arbor, MI — Expected Graduation: April 2021

– Bachelor of Science in Engineering, Computer Engineering / GPA 3.330
– Dean's Honor List, Fall 2018

SKILLS

Agile Development (JIRA/Scrum)	C++ / Objective-C / Swift	Circuit Design and Analysis
Continuous Integration (CI/CD)	Unit Testing / Code Coverage	Shell Scripting / MATLAB
MacOS and iOS Development	Quality Assurance Testing	Code Review / Source Control

EXPERIENCE

Apple / Cupertino, CA — January 2019 - Present

Software Engineering Co-Op, Field Diagnostics Tools and Systems Engineering

– Architect, develop, and deploy software that drive iPhone inspection fixtures in factories and repair centers while working closely with hardware vendors to meet the production timeline
– Develop MacOS and iOS software that perform diagnosis of Apple iOS products with Swift and Objective-C
– Prototype basic circuits to integrate sensors into hardware I/O boards and controllers
– Effectively communicate engineering requirements, document scope, and demonstrate 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

– Developed iOS software in Agile development sprints with Swift to maintain the top-ranked Weight Watchers 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 (QA) testing to deliver successful biweekly updates to the iOS App Store

Emerging Technologies Group / Ann Arbor, MI — January 2018 – Present

iOS Software Developer

– Develop Augmented Reality (AR) frameworks to integrate with other University of Michigan iOS apps
– Utilize AR and Quick Response (QR) markers inside designated buildings to provide an immersive tour experience

Hackathons / Various Locations — April 2013 – Present

Active Participant and Finalist

– Develop 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 - Present

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

RELEVANT COURSEWORK

Taken:
Programming and Data Structures (EECS 280)
Discreet Mathematics (EECS 203)
Circuit Design and Analysis (EECS 215)

Planned (Fall 2019):
Data Structures and Algorithms (EECS 281)
Logic Design (EECS 270)
Signals and Systems (EECS 216)

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.

WikiWiki / Mhacks 11
Simplified decision making through grass-root polling tailored for individual users, powered by Machine Learning Algorithms.