

# </> Brian Lin / Computer Engineer / brianpoanlin.com / pblin@umich.edu / (408) 921-9880

## < EDUCATION >

### **University of Michigan** / Ann Arbor, MI

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

Expected Graduation: April 2021

## < SKILLS >

Agile Development (JIRA/Scrum)

C++ / Objective-C / Swift

Circuit Design and Analysis

Continuous Integration (CI/CD)

Unit Testing / Code Coverage

Shell Scripting / MATLAB

iOS Accessibility / ADA Compliance

Quality Assurance Testing

Code Review / Source Control

## < EXPERIENCE >

### **Apple** / Cupertino, CA

January 2019 - Present

#### **Software Engineering Intern, Co-Op**

- Work in Field Systems Diagnostics Engineering to develop field and embedded software that perform comprehensive diagnosis and critical analysis of Apple products
- Architect, develop, and deploy software that drive fraud detection fixtures in production factories and repair centers
- Prototype and design circuits to integrate sensors into hardware IO boards and controllers

### **Weight Watchers (WW)** / New York, NY

May 2018 – August 2018

#### **iOS Software Engineering Intern**

- Actively worked in Agile software development cycles for two product engineering teams
- Ensured compliance with the American with Disabilities Act (ADA) and General Data Protection Regulation (GDPR)
- Maintained the Top Ranked Health and Fitness App by releasing bi-weekly updates to the App Store
- Engaged in code reviews, created formal pull requests, and submitted builds for Quality Assurance (QA) testing

### **Emerging Technologies Group** / Ann Arbor, MI

January 2018 – January 2019

#### **iOS Software Developer**

- Develop Innovative Augmented Reality (AR) solutions for iOS and assist students interested in AR
- Utilize computer vision and AR to make buildings interactive through real world markers with embedded Quick Response (QR) code and other symbols

### **iOS Development** / San Jose, CA

July 2011 - Present

#### **Independent iOS Software Developer**

- 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)
- Discrete Mathematics (EECS 203)
- Circuit Design and Analysis (EECS 215)

#### **Upcoming (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.

## < NOTEWORTHY AWARDS >

### **Winner** / MHacksX @ University of Michigan / Best Financial Hack

September 2017

### **Winner** / PennApps XV @ University of Pennsylvania / Best Education Hack & 1517 Grant

January 2017

### **Scholarship Recipient** / Apple / Worldwide Developer Conference (WWDC)

June 2013, June 2014