</> 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
iOS Accessibility / ADA Compliance	Quality Assurance Testing	Code Review / Source Control

< EXPERIENCE >

Apple / Cupertino, CA — January 2019 - Present

Software Engineering Co-Op, Field Diagnostics and Systems Engineering

– Develop MacOS and iOS software that communicate with hardware components to perform comprehensive diagnosis and critical analysis of Apple iOS products
– Effectively communicate requirements, document scope, and demonstrate technical achievements for management to ensure successful global deployment and to meet production timelines
– Architect, develop, and deploy software that drive fraud detection fixtures in production factories and repair centers while prototyping and designing 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

Hackathons / Various Locations — April 2013 – Present

Active Participant and Finalist

– Develop innovative solutions and demonstrate effective proof of concept in short amounts 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 outstanding creativity and demonstration of skillset
– 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)

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.