

Wei Tung Lin

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Education

Carnegie Mellon
University

GPA: 3.73/4.0 | Aug 2019 -
May 2023

Bachelor of Science in
Information Systems and
Human-Computer Interaction

Coursework

Principles of Imperative
Computation

Design for AI Products

Mobile App Development

Programming User Interface

Interaction Design Studio

Mobile Web Development &
Design

Database Design and
Development

Application Design and
Development

Skills

Programming Languages

Python (Proficient),
Java (Proficient),
C (Intermediate),
SQL (Intermediate),
HTML/CSS (Proficient),
Javascript (Proficient)
Swift (Proficient)

Additional Packages

Android Studio, Firebase, Figma,
React, Xcode

Spoken Languages

English(Native)
Mandarin (Native)

Experience

Infosys | Software Engineer InStep Intern

NFT Marketplace Software Team | Remote | Jun 2021 – July 2021

- Implemented a React application for the a non-fungible token tennis marketplace using the Atomic Design pattern and Storyboard
- Built a customized, functional keyboard for a crossword puzzle application
- <React, HTML/CSS, JavaScript, Typescript, Storyboard>

Human-Computer Interaction Institute | Student Researcher

Inclusive Design | Pittsburgh | September 2020 – Present

- Designed an app interface aiming to improve the accessibility of autonomous vehicles
- Lead the development team to implement a vehicle simulator application using React and Firestore
- <Firestore, React, Figma>

ZUZ | Pittsburgh | February 2021 – Present

- Prototyped a high fidelity website and mobile app wireframes for a public ledger platform
- <Figma>

Develop for Good | Developer

Classroom without Border Team | Remote | May 2021 – Present

- Utilized React and Firestore to develop a website that allows students to upload and browse information about important historical events
- <Firestore, React, Figma>

Projects

StuddyBuddy iOS Mobile App <SwiftUI, Xcode, Figma>

- Designed and developed a productivity app that incorporates animations to incentivize users to stay focused on their tasks

Pygame Randomized Level 2D Platform Game <Python, Pygame>

- Programmed a multi-level 2D platform game incorporating physics
- Developed algorithms to create randomized levels and enemy AIs

MyMed Mobile App <Figma, Adobe Illustrator>

- Conducted user research and constructed stakeholder maps, user journeys, and wireframes
- Designed a high-fidelity, interactive prototype for medication delivery

Website for NACRO <HTML, CSS, JavaScript, Bootstrap, Figma>

- Worked with a team of 3 to design and implement a responsive, functional website for client with an improved user experience