Eric **Lin**

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Bachelors of Mathematics (Computer Science) — University of Waterloo, Class of 2020

work

Rocscience — *Software Developer*   *Sept. 2017 — Dec. 2017*

- Designed and developed comprehensive data display tools using Microsoft's Foundation Class Library
- Implemented 2D and 3D models of construction materials and building foundations leveraging the OpenGL API
- Built a tool to generate customizable reports on geological models using Microsoft's Graphics Display Interface and HTML
- Wrote project briefs and presented completed products to company executives

Tangam Systems — *Software Developer*   *Jan. 2017 — Apr. 2017*

- Collected client browser information and metrics to evaluate the continued support for legacy browsers, using C# and VBA
- Advanced current roadmap initiatives such as mobile notifications and team performance statistics by developing and maintaining ASP.NET MVC web applications
- Created and designed the development team's landing site and wiki to be functional and appealing for other company departments

projects

Sorcery — *Final Course Project*   *Aug. 2017*

- Developed a command line card game, implementing card effects and abilities with object-oriented programming methods and patterns in C++
- Designed project through creating multiple UML class diagrams

Recipe-Builder — *Hack The Valley*   *Jan. 2017*

- Created an Alexa app to recommend recipes based on ingredients provided by the user, utilizing Amazon's Alexa Skills Kit
- Added the application's voice commands and response phrases to Alexa in JavaScript

EatingGoals — *DeltaHacks*   *Jan. 2017*

- Architected a web app to track daily food and caloric intake with an nutritional data API
- Developed the user interface in HTML and CSS based on mocked designs

skills

Languages: C++, C, C#, Python, HTML/CSS, Bash, Racket
Technology: Visual Studio, MFC, OpenGL, JIRA, Git, SVN, Linux