

Eric Lin

WORK EXPERIENCE

AUGUST 2016 – DECEMBER 2016

Tutor

UCSD CSE Department

Tutored hundreds of students in important fundamental concepts including advanced Data Structures, Computer Organization, and Assembly Programming. Held office hours to elucidate difficult concepts for students and engaged in discussion forum, responding to students' questions.

OCTOBER 2016 – PRESENT

Software Engineer Intern

Space Micro

Responsible for building NASA's CoreFlight Executive (cFE) software on CHREC Space Processor and writing applications to interface with cFE. Wrote tests contributing to quality assurance of space processor such as memory corruption test during exposure to radiation.

JUNE 2016 – JANUARY 2017

Avionics Team Member

S.E.D.S.

Member of 5 million dollar NASA sponsored CubeSat team working on sending 6-unit satellite into lunar orbit in 2018. In charge of integrating and testing sensors aboard CubeSat including Star Tracker, Thermocouples, IMU.

AUGUST 2016 – SEPTEMBER 2016

Radio Specialist

California Space Grant Consortium

Worked on developing and expanding existing ground control radio station to efficiently track hundreds of existing satellites including the ISS. Received transmissions from satellites across dozens of frequencies.

SOFTWARE SKILLS

PROFICIENT	C, C++, Java, HTML, CSS, ARM Assembly, Git (Version Control), VIM
INTERMEDIATE	Android Studio, Bash Shell
BASIC LEVEL	LaTeX

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OBJECTIVE

Third year student seeking to secure a 2017 summer internship where I can contribute to the overall company growth while simultaneously enhancing my knowledge and experience in the computer science field.

EDUCATION

2014 – 2018 **University of California, San Diego**
COMPUTER SCIENCE B.S.
Business minor

PROJECTS

2016 - 2017 **Renty**
Created online marketplace that allows users to rent and post items for rent. Utilized front-end and back-end knowledge to self build project. (Work in progress).

Skills used: HTML – CSS

2016 **CoupleTones**
Created functional android application in simulated customer setting that allows couples to notify one another whenever their significant other visits a set favorite location of theirs. Designed and implemented entire application user interface.

Skills used: Java – Git – Android Studio

2015 - 2016 **GameBuilder**
Worked on game-engine app that provided a common framework for over 1 million game developers with limited coding background to create their own game applications straight from their mobile devices. Designed and implemented both front-end and back-end of streamlined application mobile keyboard.

Skills used: Lua