Eric Lin

Education

2013–2017 **BS in Computer Science**, *Cornell University*, Ithaca, NY, *GPA: 3.79/4.0.*
Minor in Business

2013 **High School Diploma**, *Thomas Jefferson High School for Science and Tech*, Alexandria, VA.

Leadership Experience

2015-2016 **Vice President**, *Association of Computer Science Undergraduates*.
- Scheduled and coordinated information sessions for over 20 tech companies hosted on campus.
- Managed regular club activities such as social events, resume book, and executive board meetings.
- Spearheaded club initiatives such as the Mentorship program.
- Reorganized club internal structure to accommodate new Officer recruitment and promotion.

2015-2016 **CS3110 Functional Programming Teaching Assistant**, *Cornell University*, Ithaca, NY.
- Led recitations on course material, held office hours, and graded programming assignments and exams.

Work Experience

Summer 2015 **Software Development Intern**, *Epic*, Madison, WI.
- Created algorithm for assigning nurses to inpatients to maximize nurse satisfaction and quality of patient care.
- Designed a user-friendly interface and balanced the load between server and client procedure calls.
- Developed primarily in C# and Javascript, created design documentation and UI mockups.

Summer 2014 **Quality Assurance Intern**, *B-Line Medical, L.L.C.*, Washington, D.C.
- Built an accounting database application using Node.JS, HTML, Javascript, and SQLite.
- Created automated tests for basic CRUD operations using Selenium web driver and Jasmine.
- Learned general software design principles like version control via Git and code documentation.

Summer 2012 **Web Development Intern**, *International Fund for China's Environment*, Washington, D.C.
- Collaborated with a design student to create a website using HTML, CSS, Javascript, and PHP.
- Built in a contact page with email capabilities, and a registration form for an upcoming event.
- Communicated with the organization regularly to determine preferred features of the site at each deadline.

Projects

Tag! *Unity Game Engine - C#, Javascript*. First-person Virtual Reality Horror-Shooter game. Player looks around using Oculus Rift to aim and shoot approaching zombies, and flashlight direction is controlled by a pointer finger via Leap Motion. Created at BrickHack.

PokeMatch *Xcode - Swift*. iOS tile matching game. Player can clear two matching tiles if there exists a path with less than 3 turns between them, implemented with heuristic BFS algorithm.

Walkie Talkie *C*. Embedded Systems Project. Used RF transmission in MSP430 Microcontroller to transmit packets from sender controller to receiver. Sender was connected to a microphone circuit to transmit realtime audio, receiver was connected to a speaker circuit to play received audio.

Data Visualizations *D3.JS - Javascript*. Various data visualizations using D3.JS including visualizing mixed drinks compositions from various countries around the world using an icicle graph, and video game tournament prizes over time on a scatterplot.

Programming Skills

Languages Java, Javascript, OCaml, C#, Python, HTML/CSS
Databases SQLite
Tools Node.JS, Git, iOS

Interests

Music, Gaming, Technology, Piano