Brandon Lin

University of Pennsylvania

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Education

2016–present University of Pennsylvania, College of Arts and Sciences, Philadelphia, PA.

Candidate for Bachelor of Arts in May 2020

2012–2016 Stuyvesant High School, New York, NY.

Graduated with Advanced NYS Regents Diploma – Cumulative GPA: 4.00

Work Experience

2016-present Penn Labs, Developer.

Back-end developer working with the Penn Undergraduate Assembly to build software for the Penn student body

2016–present Art of Problem Solving, Grader/Teaching Assistant.

Assisting instructors by grading student solutions to various olympiad math classes

2016–present University of Pennsylvania Ren Biology Lab, Research Assistant.

Assisted in performing mouse genotypes under the supervision of Dr. Dejian Ren

Leadership & Volunteer Experience

2015–2016 Stuyvesant HS Computer Science Dojo, Leader/Sensei.

 Tutored students of Introduction to Computer Science and AP Computer Science in daily after-school sessions, helping with homework and test preparation

2014–2016 Stuyvesant HS Speed Cubed, President.

• Ran Stuyvesant HS's Rubik's Cube club to build speedcubing community

Organized citywide competition for speedcubers to promote speedcubing in NYC

2013–2014 North Shore LIJ/Northwell Health, Volunteer.

Prepared posters for weekly meetings and created lab checklists for the Department of Microbiology

• Assisted with escort and transport of patients to their proper locations

Other Experiences

Summer 2015 Stony Brook Biotechnology Research Camp, Researcher.

 Learned about different biological lab techniques, and pursued an independent research project: The Effects of Differing Visible Light in Photoreactivation in Saccharomyces Cerevisiae

2011–present World Cube Association, Competitor.

o Competing in various worldwide Rubik's Cube competitions in the Northeast region

Current World Record Holder for Square-1 Average

Programming Projects

2014 VirtCube, Java Processing.

o Created a virtual Rubik's Cube built in Java Processing

2015 Wrecking Ball, Java Processing.

o Programmed a three-dimensional Brickbreaker game in Java Processing

Awards and Achievements

- Guinness World Record Holder for Square-1 Average (Rubik's Cube)
- USA Computing Olympiad Gold Division Qualifier

Computer Skills & Interests

Programming Languages: Python, Java, LaTeX, HTML/CSS, C

Applications: Microsoft Word/Excel/Powerpoint, Github, Java Processing, Python Flask, Jinja2, GIMP

Operating Systems: Windows, Ubuntu Linux

Interests: Speedcubing (Rubik's Cube), Music, Videography