Brandon Lin

+1 (347) 886 4714
branlin@seas.upenn.edu
http://brandonlin.com

Programming
- Python
- Java
- LaTeX
- HTML/CSS/JS
- Bash
- MATLAB
- PHP/Hack

Frameworks
- PyTorch
- Flask
- OpenCV
- Scikit-learn
- Node

Applications
- Git
- Mercurial

Operating Systems
- Ubuntu
- Windows

Interests
- ML/AI
- Rubik's Cube
- Music
- Origami

Education

University of Pennsylvania — School of Engineering & Applied Science Philadelphia, PA
Master of Science in Engineering (MSE) in Data Science May 2020
- Coursework: Advanced Deep Learning, Internet and Distributed Web Systems, Big Data Analytics 3.99/4.
Bachelor of Applied Science (BAS) in Computer Science May 2020
- Minors: Statistics [Wharton] & Mathematics
- Coursework: Algorithms, Database Systems, Computer Architecture, Abstract Algebra

Stuyvesant High School New York, NY
Advanced New York State Regents Diploma June 2016
- Honors: AP Scholar with Distinction 4.00/4.00

Professional Experience

Facebook, Software Engineering Intern, Menlo Park, CA May 2019 - present
- SWE Intern on Facebook's **artificial intelligence** infrastructure (FBLearner) team

CIS 520 (Machine Learning), Teaching Assistant, Philadelphia, PA January 2019 - May 2019
- Hold weekly recitations and office hours for teaching topics such as supervised/unsupervised learning, probabilistic graphical models and structured prediction

Facebook, Software Engineering Intern, Menlo Park, CA May 2018 - August 2018
- Provided foundation for Dynamic Ads team A/B test for new video ads format
- Fixed product recommendation duplication that increased efficiency and eliminated recommendation timeouts
- Created a Messenger-style internal bot that collects team member standups for accessible project transparency

CIS 160 (Discrete Mathematics), Teaching Assistant, Philadelphia, PA January 2018 - May 2019
- Work and help students to broaden understanding of discrete mathematics through recitations and office hours
- Write, review, and grade homework problems in topics such as combinatorics, proof techniques and graph theory

Penn Labs, PM, Dev Ops & Software Engineer, Philadelphia, PA October 2016 - April 2018
- Managed deployment and fixed Django bugs for Penn Course Review as part of semesterly data updates
- Developed new features in Python for the API of the widely-used Penn Mobile app

Projects & Research Experience

Deep Learning in Machine Comprehension | brandonlin.com/cis700project.pdf April 2019
- Machine learning research paper on improving deep architectures for cloze-style reading comprehension
- Used **PyTorch** to develop novel architectures using attention models for bidirectional LSTMs

The Steam Engine | brandonlin.com/steam.pdf March 2018 - May 2018
- Machine learning research paper on applying **collaborative filtering** methods to Steam game recommendations
- One of top 3 group research projects in UPenn's machine learning class (CIS 520 Spring 2018)
- Employed novel matrix factorization, neighborhood, and boosting models to accurately predict hours of play time

Awards and Achievements

- **4-time Guinness World Record Holder** for Square-1 Average (Rubik's Cube)
- **USA Computing Olympiad** Gold Division Qualifier
- **YouTube** Creator (8 years) w/ over 3000 subscribers
- **William Lowell Putnam Competition** Top 250 Finisher

Leadership & Volunteer Experience

Philadelphia Classic, Competition Organizer, Philadelphia, PA September 2017 - present
- Write programming competition questions that encourage student thinking in various algorithmic paradigms
- Assist in day-of operations including answering questions, selling apparel, and hosting awards ceremony

World Cube Association, Competition Organizer, Various Locations July 2011 - present
- Organized first speedcubing competition at Penn since 2009, attracting over 100 competitors worldwide
- Volunteered at over 20 regional competitions, leading competitor experience facilitation