

Brandon Lin

Software Developer

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🌐 <http://brandonlin.com>

<http://github.com/esqu1>

Programming

- Proficient in:
 - Python
 - Java
 - LaTeX
 - HTML/CSS
 - JavaScript
 - Flask
 - Bash
- Knowledge of:
 - MySQL
 - NoSQL
 - Node.js
 - Django
 - C/C++
 - GoLang
 - Haskell
 - Processing
 - MATLAB
 - Jinja2
 - Jekyll
 - Scheme

Applications

- Git
- GIMP
- Cyberlink PowerDirector

Operating Systems

- Ubuntu Linux
- Windows

Interests

- Machine Learning
- AI
- Rubik's Cube
- Music
- Videography

Education

- 2016–present **University of Pennsylvania, School of Engineering & Applied Sciences**
Candidate for B.S.E. in Mathematics and Computer Science in May 2020 – GPA: 4.00/4.00
 - Minor: Statistics (The Wharton School)
- 2012–2016 **Stuyvesant High School**, New York, NY
Advanced NYS Regents Diploma – GPA: 4.00/4.00

Professional Experience

- 2017 **Microsoft**, *Technical Account Mentee*, New York, NY
 - Collaborated with and shadowed Technical Account Managers to gain insight into the enterprise-facing side of software development at Microsoft.
- 2016–present **Penn Labs**, *Software Developer*
 - Managed deployment and fixed Django bugs for Penn Course Review, Penn's online platform for course/professor ratings used by nearly all undergraduates
 - Developed new features in Python for the Penn Mobile app's API
- 2016–present **Art of Problem Solving**, *Teaching Assistant*
 - Assisting instructors by grading student solutions to various olympiad math classes
 - Served as an in-class assistant for Introduction to Python, answering student questions

Leadership & Volunteer Experience

- 2016–present **Penn Cubing**, *President*
 - Expanded the speedcubing community at Penn through teaching events and meetings
- 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, nearly doubling CS involvement at Stuyvesant HS
- 2014–2016 **Stuyvesant HS Speed Cubed**, *President*
 - Organized citywide speedcubing competitions that saw a 50% increase in competitor count
- 2011–present **World Cube Association (WCA)**, *Volunteer & Competition Organizer*
 - Volunteered at over 20 regional competitions, assisting in numerous tasks such as judging, scrambling, and data entry
 - Organized first speedcubing competition at Penn since 2009, attracting over 100 competitors worldwide

Projects

- 2017 **MultiCuber**
 - (Node.js, MongoDB) Used socket.io to make multiplayer chat rooms for speedcubers to compete: <https://github.com/esqu1/MultiCuber>
- 2017 **WCA Rankings Sorter**
 - (Flask, JavaScript) Developed an API that obtains data from the WCA, providing a better visualization of rankings: <https://github.com/esqu1/wca-ranking-sorter>
- 2014 **VirtCube**
 - (Processing) Implemented mechanics and a timer for a virtual Rubik's Cube: <http://github.com/esqu1/ProjectAPCS>

Awards and Achievements

- Guinness World Record Holder for Square-1 Average (Rubik's Cube)
- 6-year YouTube Creator w/ over 3000 subscribers
- USA Computing Olympiad Gold Division Qualifier
- American Invitational Math Examination (AIME) Qualifier (2013-2016)
- 6-time Orchestral Musician at Lincoln Center Performances