Brandon Lin

Software Developer

Programming

- o Proficient in:
 - Python
 - Java
 - LATEX
 - HTML/CSS
 - Bash
- Knowledge of:
- JavaScript
- SQL
- C/C++
- GoLang
- MATLAB
- Scheme

Frameworks

- Flask
- Node
- MongoDB
- Cassandra
- Django
- Processing
- o Jinja2
- o Jekyll

Applications

- Git
- o GIMP
- Cyberlink PowerDirector

Operating Systems

- Ubuntu Linux
- Windows

Interests

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

Education

2016-2020 University of Pennsylvania, School of Engineering & Applied Science

Candidate for B.S.E. in Mathematics and Computer Science in May 2020 – GPA: 4.00/4.00

o Minor: Statistics (The Wharton School)

2012–2016 Stuyvesant High School, New York, NY

Advanced NYS Regents Diploma - GPA: 4.00/4.00

Professional Experience

June-Aug 2017 Microsoft, Technical Account Mentee, New York, NY

 Shadowed Technical Account Managers to gain insight into the enterprise-facing side of software development at Microsoft

 Used Microsoft Bing Speech API & Python to present on sign language translation infused into Microsoft products as part of Microsoft's hackathon

Oct 2016-present Penn Labs, Software Engineer

 Managed deployment and fixed Django bugs for Penn Course Review, Penn's online platform for course/professor ratings used by nearly all undergraduates

o Developed new features in Python for the Penn Mobile app's API

Oct 2016–present Art of Problem Solving, Teaching Assistant

• Assisting instructors by grading student solutions to various olympiad math classes

o Served as an in-class assistant for Introduction to Python, answering student questions

Leadership & Volunteer Experience

Oct 2016–present Penn Cubing, President

o Expanded the speedcubing community at Penn through teaching events and meetings

Sep 2015–June 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

Oct 2014–June 2016 Stuyvesant HS Speed Cubed, President

o Organized citywide speedcubing competitions that saw a 50% increase in competitor count

July 2011–present World Cube Association (WCA), Volunteer & Competition Organizer

o Volunteered at over 20 regional competitions, assisting in competitor experience facilitation

 Organized first speedcubing competition at Penn since 2009, attracting over 100 competitors worldwide

Projects

June 2017 MultiCuber

 (Node.js, MongoDB) Used socket.io to make multiplayer chat rooms for speedcubers to compete: https://github.com/esqu1/MultiCuber

May 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

June 2014 VirtCube

 (Processing) Implemented mechanics and a timer for a virtual Rubik's Cube: http://github.com/esqu1/ProjectAPCS

Awards and Achievements

- o 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
- o American Invitational Math Examination (AIME) Qualifier (2013-2016)
- o 6-time Orchestral Musician at Lincoln Center (Violin & French Horn)