Brandon Lin

University of Pennsylvania

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Programming
- Python
- Java
- LaTeX
- HTML/CSS
- C

Applications
- Microsoft Word/Excel/PPT
- Github
- Java Processing
- Python Flask
- Jinja2
- Jekyll
- GIMP

Operating Systems
- Windows
- Ubuntu Linux

Other Interests
- Rubik's Cube
- Music
- Videography

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

2016–present — **Penn Cubing**, *President*.
- Rubik's Cube speedcubing club at the University of Pennsylvania

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
- 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 conducted research: *The Effects of Differing Visible Light in Photoreactivation in Saccharomyces Cerevisiae*

2011–present — **World Cube Association**, *Competitor*.
- Volunteering and competing in various worldwide Rubik's Cube competitions in the Northeast region

Programming Projects

2015 — **Wrecking Ball**, *Java Processing*.
- Programmed a three-dimensional Brickbreaker game in Java Processing

2014 — **VirtCube**, *Java Processing*.
- Created a virtual Rubik's Cube built in Java Processing

Awards and Achievements

- Guinness World Record Holder for Square-1 Average (Rubik's Cube)
- 2014 Square-1 USA National Champion
- USA Computing Olympiad Gold Division Qualifier
- American Invitational Math Examination (AIME) Qualifier (2013-2016)
- 6-time Orchestral Musician at Lincoln Center Performances