

# 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
- 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

- 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)