

# Brandon Lin

## University of Pennsylvania

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### Programming

- Proficient in:
  - Python
  - Java
  - $\text{\LaTeX}$
  - HTML/CSS
  - JavaScript
  - Flask
  - Bash
- Knowledge of:
  - MySQL
  - NoSQL (MongoDB)
  - Node.js
  - Django
  - C/C++
  - Haskell
  - Processing
  - MATLAB
  - Jinja2
  - Jekyll

### Applications

- Microsoft Word/Excel/PPT
- Github
- 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 Computer & Information Science** in May 2020 – GPA: 4.00/4.00
- Minors: Statistics (The Wharton School), Mathematics (School of Arts & Sciences)
- 2012–2016 **Stuyvesant High School**, New York, NY.  
**Advanced NYS Regents Diploma** – GPA: 4.00/4.00

## Professional Experience

- 2016–present **Penn Labs, Software Developer.**
- Full stack web developer working with the Penn Undergraduate Assembly to build software for the Penn student body
  - Responsible for overseeing Penn Course Review, Penn's online platform for course/professor ratings
- 2016–present **Art of Problem Solving, Grader/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, helping with homework and test preparation
- 2014–2016 **Stuyvesant HS Speed Cubed, President.**
- Organized citywide speedcubing competitions (2013-2015) to promote cubing in NYC
- 2011–present **World Cube Association, Volunteer & Organizer.**
- Volunteering and competing in various Rubik's Cube competitions in the Northeast
  - Organized speedcubing competition at Penn with over 100 competitors worldwide

## Projects

- 2017 **MultiCuber.**
- An online platform for speedcubers around the world to compete in friendly competition in real-time. Node.js, MongoDB
- 2017 **WCA Rankings Sorter.**
- Provides easy visualization of individual World Cube Association competitor rankings. Python Flask, JavaScript
- 2017 **PennCourseLMK, Penn Labs.**
- Web app to facilitate quick course registration for Penn students. Node.js, MongoDB
- 2014 **VirtCube.**
- A fully-functional virtual Rubik's Cube, supporting different modes and easy-to-use controls. Java Processing

## 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