Brandon Lin

University of Pennsylvania

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Programming

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

Technologies

- 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 Bachelor of Science in Engineering** in May 2020 – *Cumulative GPA: 4.00/4.00*
2012–2016	**Stuyvesant High School**, New York, NY. **Graduated with Advanced NYS Regents Diploma** – *Cumulative 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*.
- One-page web application 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