Eric Lin

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Education

Georgia Institute of Technology Expected Graduation: December 2025
Bachelor of Science in Computer Science *Atlanta, GA*

Projects

NBA Game Predictor | *Python, Jupyter Notebook*

- Developed an analysis of past nba games to predict the outcomes of future games
- Used a time series analysis and machine learning techniques with a rolling mean to successfully predict outcomes with a 63 percent success rate
- Parsed, managed, and cleaned a comprehensive dataset of NBA games, ensuring data integrity and consistency for accurate modeling

Endless Platformer Game | *Python, GDScript, Godot*

- Developed a platformer game applying fundamental design principles as well as implementing a finite state machine (FSM) architecture for efficient code management
- Designed a level generation technique that enhanced runtime efficiency by 20 percent while also delivering a unique experience with every playthrough
- Implemented intuitive and responsive controls where the amount of pressure applied impacts the pace of the game

Portfolio Website | *HTML, CSS, JavaScript*

- Established a flexible and responsive layout using CSS Flexbox, ensuring optimal viewing experience on 3+ devices
- Integrated the EmailJs API to enable users to send messages directly through the website without exposing email addresses, enhancing security and user interaction
- Implemented lazy loading for images and other media to improve page load times

Spotify Wrapped | *Android, Java*

- Extracted, cleaned, and processed raw data from the Spotify API to display and analyze user's listening habits
- Integrated the Spotify API to programmatically access user data, handling authentication and increased data retrieval efficiency by 30 percent
- Developed interactive visualizations for key listening metrics as well as custom visuals based on user preferences

GBA Fighter | *C*

- Designed and implemented smooth, high-quality animations to enhance the aesthetic appeal of the game, utilizing the GBA's graphical capabilities effectively.
- Created intuitive and visually appealing character selection screens, allowing players to choose their fighters easily
- Utilized efficient memory management techniques to maximize the limited RAM of the GBA, ensuring smooth gameplay and quick load times

Leadership And Involvement

Georgia Tech Data Science January 2024 – Present

- Gained expertise in data cleaning and essential data science techniques
- Independently designed and implemented a Basketball Scheduling Assistant to support GT Basketball with scheduling optimization
- Leveraged libraries such as pandas, NumPy, scikit-learn, and matplotlib for data processing and visualization

Technical Skills

Programming Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, PHP, Assembly
Frameworks: React, Node.js, JUnit, WordPress, Tailwind CSS
Developer Tools: Git, Docker, Visual Studio, Android Studio, IntelliJ, Godot, Unity
Concepts: Object-Oriented Programming, Data Structures and Algorithms, Agile Methodologies, Computer Architecture and Organization