

Franton Lin

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Education

Franklin W. Olin College of Engineering – Needham, MA

May 2018

Candidate for Bachelor of Science in Electrical and Computer Engineering (cum. GPA: 3.82)

Experience

Microsoft – *Retail Store IT Software Engineering Intern* – Redmond, WA

Summer 2017

- On a team that created and deployed an ASP.NET Core web app on Azure to streamline the management workflow for a program that allows store employees to experience different roles within the company
- Met with key stakeholders to receive feedback and prioritize features

Onshape – *UI Development Intern* – Somerville, MA

Summer 2016

- Worked with UX, QA, and back end developers to implement front end of new features, including the rename keyboard shortcut and public document links, copies, and likes
- Assisted in localization of Onshape, helping solve problems from developers and translators
- Performed bug fixes for the user interface, comprised primarily of HTML, Less, Angular, and Backbone

Ivani LLC – *UX Intern* – Dardenne Prairie, MO

Summer 2015

- Interviewed potential users to gain insight regarding the user experience and explore possible features for N-Way Switch Technology, Network Presence Sensing Technology, and future product directions
- Created multiple versions of mockups for mobile and physical user interfaces

Olin College of Engineering – *ISIM Teaching Assistant* – Needham, MA

Fall: 2015, 2016, 2017

- Held lecture review and lab help sessions for Introduction to Sensors, Instrumentation, and Measurement (ISIM) students, graded and commented on lab reports

NASA Glenn Research Center – *SCaN Intern* – Cleveland, OH

Summer 2014

- Performed research pertinent to Delay/Disruption Tolerant Networking (DTN) algorithms and deep space laser communications for the Integrated RF and Optical Communications (iROC) project

Projects

Playtest – *Sonos Speaker Test Platform* – Senior Capstone Program in Engineering

Fall 2017 – present

- On a team of six that is prototyping and exploring feasibility for a new speaker test platform
- Designing and integrating sensor, circuit, and data acquisition systems
- Collecting and processing data for system characterization and speaker testing

Visa Timeline – *F1 Visa Application Tracking* – Human Factors Interface Design

Fall 2016

- Designed the interface for a web app that streamlines and keeps track of the F1 Visa Application process
- Involved in multiple rounds of user testing and redesigns, resulting in a refined interactive digital prototype

Sonify – *Sonic Communication Between Computers* – Signals and Systems

Spring 2016

- On a team of two that wrote software to communicate string messages via a two-tone waveform that is transmitted through one computer's speakers and received through another computer's microphone

Kuky – *Anonymous Haiku Forum* – Mobile Prototyping

Fall 2015

- On a team of four that created an anonymous haiku forum for Android users
- Created mockups for the front end design and worked on NodeJS API endpoint implementation

Kyzzr – *Virtual Torch Passing Mobile Application* – Software Design

Spring 2015

- Contributed to the web stack for a social game involving Android users exchanging virtual torches via NFC

Skills

Languages Python, JavaScript, HTML, CSS, Java, and Arduino C

Software Git, MATLAB, JIRA, L^AT_EX, KiCad, Azure, Sibelius, and Serato

Hardware PCB assembly tools, oscilloscopes, soldering irons, DSLRs, and professional audio equipment

Activities

PowerChords – *a cappella group*

Fall 2014 - present

- Music director (2016 - present), assistant music director (2015) of auditioned a cappella group
- Run rehearsals, help out with and keep track of arrangements and overall musical and performance timeline

Stay Late and Create (SLAC) – *collaborative workspace organization*

Fall 2015 - present

- Member of leadership team that organizes and plans weekly events for students to share skills, test new ideas, and work on collaborative projects