

Franton Lin

☎ 860.816.4375 ✉ franton.lin@students.olin.edu 💻 frantonlin.com in linkedin.com/in/frantonlin 🐙 github.com/frantonlin

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 is creating and deploying 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
– Meeting 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, Fall 2016
– Held lecture review and lab help sessions for Introduction to Sensors, Instrumentation, and Measurement (ISIM) students, grade and comment 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
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Projects

- 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
- Floating Point Addition** – *Final Project* – Computer Architecture Fall 2016
– Designed and implemented a double-precision floating-point adder/subtractor in Verilog
- 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
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Skills

Languages	Python, JavaScript, HTML, CSS, C#, Java, and Arduino C
Software	Git, JIRA, L ^A T _E X, Azure, MATLAB, Sibelius, and Serato
Hardware	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