

Guan Lin

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EDUCATION

Iowa State University

Bachelor of Engineering | Major in Computer Engineering

Cumulative GPA: 3.3/4.0; Dean's List 2022-2023

Ames, IA

May 2023

WORK EXPERIENCE

BAE Systems

Software Engineer

Cedar Rapids, IA

Jun 2023 – June 2025

- Architected and developed Modernized GPS receiver software with an 11 person team using Feature Driven Development methodology
- Implemented automated testing framework and conducted rigorous simulations on test benches, identifying and resolving 50+ critical bugs pre-release
- Delivered 100% of software/hardware releases meeting technical requirements within project deadlines
- Collaborate cross-functionally with development, QA, systems, and product teams to quickly address and remediate high priority issues
- Coordinated coding efforts using C/C++, Python, and MATLAB, improving performance metrics by 15%

BAE Systems

Software Engineering Co-op

Cedar Rapids, IA

Jun 2022 – May 2023

- Designed automated test scripts in Python for Modernized GPS receiver software in an Agile team environment
- Develop Modernized GPS receiver source code with a team of eight in an agile environment
- Composed technical documentation for software defects, requirements, features, and automated testing
- Mentored new members of the automated testing team by providing knowledge and advice on design techniques and coding standards

PROJECTS

Interactive Learning Web Application

May 2023

- Developed full stack interactive learning web application for large scale classrooms during lectures and outside of class with the use of React.js on the frontend and Node.js on the backend with a team of six
- Applied knowledge of backend to develop database schema, and SQL development using VM servers to store data
- Developed Express application to help backend development such as creating API's, server side development, etc.
- Built RESTful APIs and coordinated frontend/backend integration through comprehensive documentation and active planning/communication

Mobile Application

Oct 2021

- Built multi-user trivia game with a team of four with messaging and leaderboards using Java and SQL database
- Developed UI/UX with the use of Figma and managed agile development using Gitlab and Git version control

Mars Rover Navigation System

May 2022

- Led 4-person team developing autonomous navigation software for obstacle avoidance using embedded C programming
- Modified ARM microcontroller interface and dual sensors, infrared and ping, to automate Roomba navigation
- Developed C code that would automate roomba to maneuver and avoid objects to reach destination

Portfolio Website

May 2025

- Created responsive personal portfolio showcasing technical skills using modern web technologies

Technical Skills

Languages: Python, C/C++, MATLAB, Java, Javascript, SQL

Frameworks/Libraries: React.js, Node.js, Express.js

Tools & Technologies: Git, SVN, Jira, Docker, Linux, Embedded Systems, Test Automation, SQL Servers