Henry Lin

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https://henrlin24.github.io/Henry-Lin-Portfolio/

EDUCATION

University of Michigan — Ann Arbor, MI
B.S.E. Computer Science — *September 2019 – May 2023*
Relevant coursework: Game Development, Web Systems, User Interface Development, Software Engineering, Data Structures and Algorithms, Introduction to Computer Organization, Foundations of Computer Science
Honors: Dean's List, University Honors

SKILLS

Programming languages: C++, C#, JavaScript, Python, Visual Basic
Technologies: Unity, Unreal, CSS/HTML, Flask, Git, GitHub, Jinja, Jira, MATLAB, React, SQLite, VS Code
Activities: WolverineSoft, WolverineSoft Studio

WORK EXPERIENCE

KUKA Assembly & Test Corp — Saginaw, MI
Software Engineer Intern — *July 2022 – August 2022*
- Developed a custom interactive manual template for customer's project implemented in HTML, CSS, and JavaScript, to be used by technical writer team for future manuals.
- Devised and implemented functionalities such as document-wide search and interactive images.

China King Family Restaurant — Fenton, MI
Cashier/Food Service — *November 2012 – Present*
- Provided customer service in a timely and efficient manner by communicating effectively with customers and other employees.
- Maintained a safe and clean working environment to ensure proper handling of food items as per federal and state regulations.

PROJECT EXPERIENCE

Cavelit — *November 2022 – December 2022*
- Multidisciplinary project to design and create a 2D platformer game with the Unity game engine and C# components/scripts
- Incorporated Agile workflow with weekly milestones and iterations based on user feedback sessions
- Implemented UX & game aesthetic elements and created web presence for the game, including an itch.io and GameJolt page

Insta485 — *February 2022 – March 2022*
- Built an Instagram clone website, where users can log in, create, and edit their own posts, as well as view and follow other users.
- Implemented server-side dynamic pages using the Flask web framework and Jinja templates to create personalized webpages for users based on follower activity.
- Incorporated client-side dynamic pages with JavaScript and the React library, enabling real-time interaction - including liking and commenting - between users and posts.
- Maintained an SQLite database to store information and resources on users and posts.

Maptivity — *March 2022 – April 2022*
- Worked in a team to design and create a website that help users find activities and corresponding locations around the Ann Arbor area.
- Created storyboards and used Figma to create low fidelity prototypes.

Search Engine — *April 2022*
- Cooperated with a team of three to build a search engine to return relevant pages given a user query.
- Wrote functions to use in a provided pipeline to process documents and create an index of terms in a document, where each entry is listed with information determining how relevant a term is.
- Implemented a user interface using server-side dynamic pages and REST API servers, where user requests are sent to REST API to display custom pages for the user.