# **Henry Lin**

Software Developer | (810) 498-8328 | henrlin@umich.edu | Portfolio | GitHub

#### **SKILLS**

**Programming languages:** Bash, C++, C#, JavaScript, Python, SQL, Visual Basic

Technologies: Git, HTML5/CSS, Jira, Linux/Unix, Unity, Unreal

Activities: WolverineSoft, WolverineSoft Studio

## PROJECT EXPERIENCE

## University of Michigan - WolverineSoft Studios, Curse of the Corsair

Programmer

*January* 2023 – *August* 2023

- Collaborated with art, design, and production members in semester-long multi-disciplinary game project productions.
- Facilitated weekly meetings to test weekly builds, discuss solutions to implementation and scope issues, and establish
  goals and tasks for development sprints to produce a quality product within a limited timeline.
- Created and iterated upon UI/UX features according to design documentation and user feedback.
- Debugged over 40 issues, eliminating over 10 percent of all reported bugs during development.
- Provided technical support for non-programmers, providing guidance on Git, Unity, and navigating the C# codebase.

Web Crawler (Python)

February 2023 – March 2023

- Designed a web crawler in Python to extract 2000+ links using the requests library, further parsed to exclude equivalent, duplicate, or invalid (e.g., non-HTML) links.
- Coded a PageRank algorithm to assign page relevance scores according to number of inward/outward links.

Cavelit (C#)

November 2022 – December 2022

- Produced a capstone project with a team to create an interactive user experience presented at a public expo.
- Implemented system and UI/UX features using Unity engine and C# scripts.
- Incorporated Agile workflow with weekly milestone deliverables and iterations based on feedback sessions.
- Conducted QA through internal testing and holding user feedback sessions to identify and resolve bugs.
- Produced marketing materials and web presence for game, including <u>itch.io</u> and <u>GameJolt</u> pages and game trailer.

**Insta485** (HTML5/CSS, JavaScript, Pvthon, SOLite)

February 2022 – March 2022

- Built an Instagram-clone web application, allowing users to log in, publish posts, and modify existing posts, as well as view and follow other users.
- Implemented server-side dynamic pages by applying the Python Flask web framework and Jinja templates to generate personalized HTML web pages 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 SQLite database storing information such as user login and follow statuses, as well as posts comments, content, and likes.

**Maptivity** (HTML5/CSS, JavaScript)

March 2022 - April 2022

- Designed and implemented a website to help users find activities and corresponding locations around the Ann Arbor area using the Google Maps API.
- Utilized storyboards and Figma to develop and iterate upon low fidelity prototypes.

## **WORK EXPERIENCE**

## **KUKA Assembly & Test Corp**

Saginaw, MI

Intern

*July 2022 – August 2022* 

- Developed custom interactive manual template for customer's project implemented in HTML, CSS, and JavaScript to be used by the technical writer team for future manuals.
- Devised and set up core features such as interactive diagrams and sortable data tables.
- Proposed use of single HTML page manual to accommodate simpler implementation of document-wide search.
- Participated in regular team meetings and delivered presentations to update supervisor and team members on progress, iterating and making improvement based on feedback and suggestions.
- Wrote documentation for technical writers adapting the manual template for later projects.

## **EDUCATION**

**University of Michigan** 

Ann Arbor, MI

April 2023

GPA: 3.43/4.00

**Relevant coursework:** Game Development, Web Systems, Information Retrieval & Web Search, User Interface Development, Software Engineering, Data Structures and Algorithms, Introduction to Computer Organization

Honors: Dean's List, University Honors

Bachelor of Science in Engineering in Computer Science