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 – April 2023*
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

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 quality customer service by communicating effectively with customers and staff.
- Maintained a safe and clean working environment to ensure proper handling of food items as per federal and state regulations.

PROJECT EXPERIENCE

Curse of the Corsair   *January 2023 – April 2023*
- Participated in WolverineSoft, a multidisciplinary student-led project team of 30+ students to create a case-study game of Hyper Light Drifter.
- Attended weekly meetings to establish goals and tasks for the weekly sprint, playtest and create bug reports, as well as communicate with members of my feature squad.
- Worked on UI/UX elements such as player status HUD elements, title screen, currency popups, interaction UI, and player hit feedback.

Cavelit   *November 2022 – December 2022*
- Team project to 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 elements such as scene transitions, lighting, inventory displays, etc.
- Contributed to QA and playtesting, including guidance text, level design, and internal playtesting.
- Created web presence for the game, including the game trailer as well as itch.io and GameJolt page.

Insta485   *February 2022 – March 2022*
- Built an Instagram clone website, where users can log in, create, and modify existing 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 HTML 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*
- Team project to design and create 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 prototype the product.