

Howard Lin

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Education

University of California, San Diego

La Jolla, California

B.S. in Computer Science, expected June 2026. GPA: 3.89

Sep. 2024 - Current

- Relevant Coursework: C++ Programming, Data Structures/Algorithms, Calculus I-III/Multi-variable Calculus, Linear Algebra, Software Construction, Discrete Structures

Technical Skills

Languages / Frameworks: C++, Python, HTML, CSS, JavaScript, Assembly, React, Java

Technologies: Git, Github, VS Code, PyCharm, Figma, Eclipse, Replit, Valgrind, Gtest

Communication: English, Mandarin Chinese

Experience

UI/UX/SWE Committee member

Riverside, California

Design@UCR

October 2023 – December 2023

- Worked in teams to discuss and develop solutions
- Worked on front-end with JavaScript and designed UI with Figma to provide better user experience
- Developed the event's website along with other team members

Coding/Robotics Instructor

San Marino, California

Magikid Robotics Lab

July 2023 – January 2024

- Lead summer robotics classes for elementary/middle school students
- Organized and prepared class material for lessons, and managed classes of about 3-6 students
- Taught VexGo, Lego WeDo 2.0, Python, Scratch

Math Tutor

Remote

MyTutor Learning

April 2023 – June 2023

- Assisted students with homework and conceptual questions
- Prepared custom teaching material to engage with individual students
- Analyzed each student's weaknesses to properly and effectively provide support and assistance

Personal/ Team Projects

Pixel Sketch | HTML, CSS, JavaScript

- Customizable drawing web-application with different colors, eraser option, and grid size adjuster
- Incorporated JavaScript animations for front end design, as well as HTML/CSS for structure
- Deployed with GitHub pages

Rock Paper Scissors | HTML, CSS, JavaScript

- Simple game of RPS accessible by browser
- Incorporated Html, CSS for front end design, and JavaScript for logic and event-handling
- Basic but interactive project for refining front-end skills
- Deployed with GitHub pages

Music/Movie recommender | C++, Python, Valgrind, Gtest

- A quarter long project developed in a team of 4
- Utilized different development methods such as Gtest for unit testing, Valgrind for memory leaks, and Python and C++ for back-end development
- Able to take in user specific criteria, filters, and preferences, pass that data into IMDb and Spotify's API, and return a movie or song recommendation
- The project was a collaborative effort and refined communicative as well as team working skills