Jay Lin

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Objective: To obtain a position as a software programmer to apply my software skills to real world application and to contribute to the technology field.

**Education**

University of California, Irvine 2014-Present

* + Junior, Computer Science, B.S.
  + Donald Bren School of Information and Computer Science
  + Coursework includes: Data Structure Implementation & Analysis; Principles in System Design; Programming in C/C++; Intro in Database Mgmt; Principles in Operating Systems
  + Major GPA 3.7 Total GPA 3.6 Expected Graduation: Summer 2018

**Skills**

Programming Languages: C; C++; Python; Java; Perl; HTML/CSS/SASS; Bash; Assembly

Operating Systems: Windows 7/8/10; Mac OSX; Linux; Unix

Familiar with PSQL, SVN, WinSCP, Adobe Photoshop, Putty and Android Studio, Microsoft Office

Basic proficiency in Chinese and Spanish

**Experience**

*Web Development Intern,* Cyza Inc., Irvine, CA Present-June 2017

Learned front-end web development using HTML/CSS, JQuery, Bootstrap as well as back-end development using Golang and SQL.

*Infrared Processing and Analysis Center,* Caltech, Pasadena, CA Summer 2016

Research Assistant/Intern

Worked on NASA data mining project NED (NASA/IPAC Extragalactic Database) to construct analytic programs and data catalog, as well as various tasks including creating key tables, coded the Egret Template Creator, made the PositionLookup program, streamlined user interface, helped with the highly complex database system management.

Manage databases using programs such as Perl, SVN, PSQL and Mac OSX.

*ICS Tutoring*, UCI, Irvine, CA Spring, Fall 2016

Tutor

Teaching assistant to computer science majored students, including answered courses related questions, solve difficult programs, assistant in completing students class assignments and projects.

**Projects**

*Autism AppJam 2016*

Co-created the SensorySounds app for young people with autism

*Chatroom Server and Client* (C)

Created a chatroom server/client on C that would enable users to login with a username given the port and host name of the machine in the openlab.ics.uci.edu servers

*Connect Four* (Python)

Used a web protocol and socket programming to communicate with an AI server in order to play a 1-player game of Connect Four