KUAN-CHUN (JEAN) LIN

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EDUCATION

Bachelor of Applied Science, 3rd Year (Class of 2021) **2017 – Present**
Electrical and Computer Engineering, University of Toronto (CGPA: 3.15)

- Dean's Honour List 2019 – 2020
- Pursuing a certificate in artificial intelligence and engineering business

PROGRAMMING SKILLS & TOOLS

- Java, C, C++, Python, HTML, CSS, Bootstrap, SQL, Verilog, ARM
- MATLAB, Git, MySQL, SQLite, Android Studio, Linux

EXPERIENCES

Web Development Intern, Deila Co. | Taiwan **May 2019 – September 2019**

- Developed feature for user to save their favorite itinerary on an in-progress travel application project
- Adjusted problems on the company's backend administration platform using Django
- Collaborated with one team member to design functional mobile application using mind map and Django
- Maintained and optimized the functionality of the company's website using Django and MySQL

Web Developer, Business Association (UTBA), University of Toronto **September 2019 – Present**

- Implemented new user interface to existing website to enhance user experience using HTML, CSS, Bootstrap
- Fixed bugs from existing website and updated executive members and sponsors information onto the website
- Maintained and regularly update new speaker series event and conference information to UTBA's website

PROJECTS

Break-safe Magnetic Charging Adapter (MAGnetIC Cube)

- Invented a break-safe electromagnetic charging adapter that prevents users to trip over wires with a team of 3
- Won bronze medal in the International Invention, Innovation and Technology Exhibition, Malaysia
- Acquired a utility model patent from Taiwan Ministry of Economic Affairs (Patent Number: TW105206024)

Android Personal Training Customizer Application

- Developed an Android application using Java that allows users to customize personal training routines
- Incorporated SQLite database to store personal training data user input on the user interface

Space Settlement Design

- Lead the technical sub-team to design the layout and mechanics of the space settlement proposed by the team
- Researched on space settlement layouts and proposed a design for future space colonists
- Won 2nd prize in the NASA Ames Space Settlement Contest 2016

Geographic Information System Project

- Created a Google Map-like GIS software project for seniors on Linux with a team of 3 using C++ and Git
- Designed a user-friendly interface with path/location finding and quick-search features using GTK+ and Glade
- Implemented functions to retrieve data from API to display street names and locations on the map
- Developed data structure and algorithms to handle courier problem and point-to-point search function

Flappy Bird -like Game

- Recreated the flappy bird game on De1-SoC board with a team of 2 using Verilog
- Designed the animation and graphical component of the game using finite state machines and ROM port
- Displayed game board on VGA monitor and scores on FPGA HEX; loaded codes to FPGA board to control game using FPGA keys and levels of difficulty using FPGA switches

Two-player Slapjack Game

- Built a two-player poker game – Slapjack – with a team of 2 using C and ARM Assembly
- Implemented the graphical component, functionality, and animation of the two-player Slapjack game
- Displayed game board and scores on VGA monitor; loaded codes to FPGA board to control game

Mars Colony Design Project

- Designed the residential area of the Mars colony layout proposed by the University of Toronto ISET Team
- Won 2nd place at UBC Project Airlock Challenge Phase One in May 2019