

Jody M. Lin

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EDUCATION

University of California, Los Angeles

Expected Graduation: 2022

Bachelor of Science, Computer Science

GPA: 3.91

Honors: Dean's Honors List, Upsilon Pi Epsilon (UPE)

SKILLS

Programming Languages: C, C++, Python, HTML/CSS, Java, JavaScript

Amazon Web Services: Lambda, CloudFormation, Kinesis Streams, DynamoDB, SQS

Others: React.js, Material-UI, Git

WORK EXPERIENCE

Amazon Web Services, Software Development Engineer Intern

June 2020 – September 2020

- Independently designed a scalable microservice to update untracked DynamoDB records containing information about AWS Signer service requests
- Improved customer experience by correcting inaccurate information returned from API calls
- Implemented AWS Lambda functions to process data between DynamoDB, Kinesis, and SQS queues
- Refactored existing parts of the service architecture to ensure a smooth integration of my microservice
- Collaborated with team members to reorganize the service stack to prevent resource limits from being exceeded as the service continued to grow and expand across regions

UCLA ACM Hack, Vice President

December 2018 – Present

- Directed a workshop series on Python's use in web dev and data modeling for a group of 20 students (github.com/uclaacm/learn.py-s19). Taught workshops and oversaw curriculum development
- Directed a workshop series on Android mobile development in Kotlin for a group of 15 students (github.com/uclaacm/hack-sprint-w20). Collaborated with other officers to create and teach the curriculum
- Managed 14 officers who organize events by tracking their weekly projects and addressing logistic issues

Transfer Bridge to UCLA Samueli, Undergraduate Mentor

August 2019 – September 2019

- Conducted lectures on object-oriented programming and data structures in C++ to 25 engineering transfer students in a 3-week long technical bootcamp that culminated in a 3-day hackathon
- Led front-end development for a mobile app to control a robotic arm with HTML/CSS and JavaScript
- Created workshops on JavaScript and HTML/CSS to teach the basics of front-end development

PROJECTS

UCLA ACM Hack Website, hack.uclaacm.com

January 2019 – Present

- Used React.js and Material-UI to develop a responsive home page for UCLA ACM Hack's website
- Implemented the front-page blog list feature that queries through a collection of blog posts with GraphQL and displays previews of the four most recent posts
- Created the workshop archive page that compiles an organized list of every workshop ever taught and provides associated tags and links for each event

SensorTile Snake, Motion Detection Game

May 2019 – June 2019

- Implemented the classic Snake Game using the PyGame module of Python, but programmed player movement to be controlled by the changes in orientation of a SensorTile IoT module
- Determined how to process data from the SensorTile's accelerometer and write it to the Python game
- Investigated the necessary thresholds of what was considered meaningful user movement with a partner