Jody M. Lin

https://github.com/jodymlin ○ jody.m.lin@gmail.com ○ (949) 377-5165

Education

University of California, Los Angeles Expected Graduation: 2022

B.S. Computer Science **GPA: 3.944**

Experience

UCLA ACM Hack, *Board Officer* 2018 – Present

- Director of Learn.py, a quarter-long workshop series dedicated to teaching Python and its applications in web development and AI, curriculum available at https://github.com/uclaacm/learn.py-s19
- Curriculum developer for Hackschool, a quarter-long workshop series on web development
- Worked with team to organize an annual hackathon (Hack on the Hill) and develop hackathon workshops

Transfer Bridge to UCLA Samueli, *Undergraduate Mentor* August 2019 – September 2019

- Conducted lectures on object-oriented programming and data structures in C++ to engineering transfer students in a 3-week long technical bootcamp that concluded with a 3-day hackathon
- Developed the front-end for a mobile app using HTML/CSS in a prototype technical project
- Delivered workshops on JavaScript and HTML/CSS to teach the basics of front-end development

The Coder School, *Code Coach* June 2019 – August 2019

- Teaching assistant in week-long summer camps aimed at teaching coding to kids ages 7-12
- Taught young students programming fundamentals through Scratch, Python, HTML/CSS, and JavaScript
- Guided students through personal projects to showcase what they had learned from each camp

Projects

UCLA ACM Hack Website, *Dev Project* January 2019 - Present

- Used React.js and Material-UI to develop a responsive front page for UCLA ACM Hack's personal website that is compatible with both web and mobile devices
- Queried through a collection of blog posts using GraphQL and injected information from each into an organized list for the front page and blog page
- Website can be viewed at: https://hack.uclaacm.com

SensorTile Snake, *Motion Detection Game* 2019

- Implemented the classic Snake Game using the PyGame module of Python, but used the changes in orientation of a SensorTile IoT module to determine player movement
- Wrote data from the SensorTile's accelerometer into the Python file and collaborated with a partner to determine the necessary thresholds of what was considered meaningful movement

MyCar, *Mobile App* 2019

- Collaborated with a team at LA Hacks to create an app designed to manage and track a user's car information using React Native and Expo for compatibility across both iOS and Android devices
- Created parking feature using Google Maps API which displays the vehicle's location on an embedded map with a live timer displaying the time left on a parking meter

Skills

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