

JONATHAN LIN

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Education

University of California, Irvine

B.S in Computer Engineering | GPA 3.8 | Campuswide Honors Collegium | Dean's Honor List All Quarters Enrolled

Expected Spring 2027

Experiences and Activities

UCI Engineering for a Sustainable World Beach Clean-Up Rover

Present

Electrical Subteam Member

Irvine, CA

- Gaining hands-on experience in PCB design using Altium Designer
- Participating in team meetings to discuss and refine the rover's system architecture

CS Equity AI Bootcamp

Present

Team Leader

Synchronous Online

- Learning about generative AI, leading team discussions, and brainstorming AI chatbot ideas

UCI IEEE (Institute of Electrical and Electronics Engineers)

Present

Fams Program Family Head & General Member

Irvine, CA

- Hosted networking events to connect over members with experienced mentors, fostering professional development and collaboration within the IEEE community.
- Actively participated in hands-on projects, contributing to the design and testing of custom PCBs for team competitions and collaborative challenges.
- Attended IEEE-hosted workshops on embedded systems, gaining expertise in modern techniques for circuit design

Taiwan English Teaching Volunteer Service Program for Overseas Youth

July 2024

English Language Teacher

Taiwan

- Instructed a class of 11 elementary students in rural Taiwan, fostering a dynamic and engaging environment to enhance English language acquisition through interactive activities and cultural exchanges.
- Mentored students during project-based learning tasks, fostering creativity and teamwork, which led to the successful execution of a group presentation at the program's closing ceremony.

Castro Valley High School Physics Department

2021-2022

Physics Lab Project Assistant

Castro Valley, CA

- Designed and assembled custom PCBs for a circular motion apparatus, improving experimental reliability and enhancing classroom demonstrations for 60+ students.
- Soldered and tested 555 timer circuits, ensuring precise timing for motor operation
- Programmed an Arduino-based device to control motor speeds, enabling real-time RPM measurement and ensuring consistent experimental results.

California Polytechnic University SLO: Engineering Possibilities in College Technical Development Camp

July 2022

Team Captain

San Luis Obispo

- Led the design and construction of a functional cardboard boat, applying fluid dynamics principles to navigate a pool challenge, achieving a 100% success rate in propulsion and durability tests.
- Built and soldered circuits for embedded systems projects, gaining hands-on experience with microcontrollers and expanding technical expertise in Arduino programming.

Personal Projects | Personal Enrichment

Arduino Dinosaur Jump

July 2021

- Developed a replica of Google's offline Dinosaur Jump game using an Arduino Uno, integrating a breadboard, LCD screen, and custom code written in Arduino IDE.
- Designed a simple yet intuitive interface on the LCD screen, enhancing user engagement and showcasing proficiency in embedded systems programming.

UCI ICSSC Web Dev FellowShip

Present

- Developing skills in Git, GitHub, HTML, CSS, and JavaScript to build a personal website and web applications

Altium Education Modules

Present

- Gaining hands-on experience with Altium Designer by completing PCB design projects and tutorials
- Developing skills in Git, GitHub, HTML, and JavaScript to build a personal website and web applications

Technical Skills

Languages: Mandarin Chinese, Python, Java, C, Assembly Language, Basic HTML, Basic CSS

Hardware and Technologies: Soldering, Circuit Construction + Design, Arduino, Altium Designer, Terminal/ Shell, Git