Kayla Lin

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Education

University of Rochester, Rochester, New York	Expected Graduation May 2024

Dual Bachelors of Arts in Computer Science and Digital Media Studies

GPA: 3.92/4.00

- Joseph C. Wilson Leader of Change Scholarship

Relevant Experience

Ghamut Corporation, East Lansing, MI	June 2022 - Present

UI/UX Consultant

- Lead the user interface redesign of 15+ pages of National Institutes of Health's BRAINWORKS project
- Improved code maintainability by suggesting and implementing a front end framework: ReactJS with Typescript & Redux
- Converted Flask backend to become a RESTful API
- Provided thorough documentation and updated records for future team members
- Incorporated feedback from clients throughout the creation process to ensure that all specifications are met

StudyFind, Baltimore, MD	May 2022 - Present

Lead Junior Software Developer Intern

- Managed 4 software developers: delegated tasks and assist with debugging
- Created 5 iterations of the landing page using React, Firebase, Chakra UI, HTML5/CSS3
- Converted 2 React Javascript GitHub repositories into a NextJS Typescript monolith

University of Rochester, Rochester, NY	September 2022 - Present

Google Developer Student Club Tech Lead

- Mentored 10 students to learn mobile development with React Native
- Taught workshop on front end development and operating the terminal command line
- Supervised 9 tech team members to facilitate monthly tech-related events and a community tech project

University of Rochester, Rochester, NY	May 2022 - August 2022

Introduction to Programming Teacher Assistant

- Facilitated weekly discussion reviewing Python and CS fundamentals
- Graded projects and homework for a group of 20 students

Juni Learning, San Francisco, CA	August 2021 - August 2022

Computer Science Instructor

- Executed 6 weekly advanced computer science lesson plans ranging from basic data structures to applied programming
- Communicated with parents on a regular basis; provided updates on student progress and results from learning assessment
- Maintained thorough records for each student, covering 4 courses and skill level progression

Computer Science Project Experience

Minimax Reversi	September 2022

Java game to play Reversi against artificial intelligence opponent

- Applied heuristic minimax with alpha beta pruning to ensure the opponent plays the most optimal move

Lovebox	May 2022 - June 2022

Fullstack website application to send virtual packages of notes that the recipients can read once a day or all at once (loveboxapp.com)

- Developed responsive user interface using React, Typescript, HTML5/CSS3, and Figma
- Built backend user authentication and note messaging management using Firebase
- Produced 3D models and animation with Three.js, Blender and MagicaVoxel

Relational Data Model	March 2022

Database system in C holding information about student records including courses, grades, and addresses

- Implemented relational algebra functions such as selection, projection and join to manipulate data
- Created hash table database to hold school records and ensure quick runtime

Skills

- JavaScript/TypeScript, Python, Java, Kotlin, C, Rust, CSS3/HTML5, MySQL
- React, NextJS, React Native, Redux, Flask, Firebase, Git/GitHub, Figma, Adobe Photoshop/Illustrator