xrniel@gmail.com
www.kearnie.com

KEARNIE LIN

EXPERIENCE

Terrain Data
Summer 2018
Full Stack Software Engineer Intern

- Developed new extendable components for the world's first Algorithm Management System, specializing in full stack and accessibility
- Refactored existing elements and created utility scripts under a test-driven development process
- Implemented robust features deployed in the latest version release of product and demoed them to CEO, CTO, and company investor

React, TypeScript, Less, Redux, Elastic, Jest, Node, Immutable, ES6

Johnson & Johnson
Summer 2017
Product Manager Intern

- Prototyped features for novel internal tools and data science platforms to be integrated into employee's cross-departmental workflow
- Designed new branding and vision for the Enterprise Agile Data Services department regarding its aggregate data grid model
- Presented original components to VP of Enterprise Architecture and other senior executives

HTML & CSS, jQuery, Python, JavaScript, MySQL, Google Maps API

Johnson & Johnson
Summer 2017
Mentor

- Oversaw direction of company credo hackathons geared towards underprivileged high school students
- Planned project ideas, calculated budget, and designed presentation visuals to propose to VP and legal for funding of future workshops
- Sparked passion of participants in environmental and health care-related technology while mentoring them in web app construction

Python, Flask, HTML & CSS, PuTTY, Raspberry Pi

Princeton University
Summer 2016
Design Instructor

- Created and led curriculum for visual media and product design
- Assisted in production of students' personalized compositions and the creative direction of benchmark showcases

Photoshop, Traditional media

github.com/kearnie   linkedin.com/in/kearnie   behance.net/kearniel

EDUCATION

Carnegie Mellon University
BCSA Computer Science and Art
May 2019 | GPA: 3.39

Coursework
Parallel and Sequential Algorithms
Designing Human Centered Software
Introduction to Machine Learning
Great Theoretical Ideas in Computer Science
Social Web
Persuasive Design
Objects, Design, and Concurrency

SKILLS

Python, JavaScript, C, HTML & CSS, SML, C++, Java, SQL, Shell/Bash

React, TypeScript, Less, Redux, Node.js, jQuery, MySQL, Processing, Unix/Linux, D3.js

Wireframing, Prototyping, Storyboarding, Personas, Mockups, Specs, Adobe CC

Certified ScrumMaster® (CSM)

PROJECTS

linkedout
Platform that primes mindfulness in recruiters during job applications review in an effort to reduce bias and discrimination in the employment process

Baxter Feeding Bot
Software to make humanoid research robot retrieve food sources and feed patients through kinematics, object recognition, and facial landmark detection

BlockShop
iOS app to allow CMU students to sell meal blocks by connecting parties through map location services and embedded Facebook authentication and messaging