www.kearnie.com
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KEARNIE LIN

EXPERIENCE

Terrain Data (acquired by Confluent)
May 2018 - August 2018
Full Stack Software Engineer Intern

- Developed new extensible components for the world's first Algorithm Management System, increasing conversion rates up to 40%
- 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 to CEO, CTO, and company investor
- Partook in Terrain code now being open-source upon acquisition
  React, TypeScript, Less, Redux, Elastic, Jest, Node, Immutable, ES6

Johnson & Johnson
June 2017 - January 2018
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 to advocate for a centralized ERP system
- Onboarded new contractors onto the project and stayed as a remote source of contact and product assets
  HTML & CSS, jQuery, Python, JavaScript, MySQL, Google Maps API, Adobe CC

Johnson & Johnson
July 2017 - August 2017
Mentor

- Mentored hackathon participants in building web apps and sparked their passion for environmental and health care-related technology
- Planned project ideas, prepared hardware, and designed presentation visuals to propose to VP and legal for funding of future workshops
- Oversaw direction of company credo events geared towards education for underprivileged high school students
  Python, Flask, HTML & CSS, PuTTY, Raspberry Pi

Princeton University
June 2016 - August 2016
Design Instructor

- Created and led curriculum in visual media and product design for a class of twenty junior high-schoolers
- Assisted in production of students' personalized compositions and the creative direction of benchmark showcases
  Adobe CC, Traditional media

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

EDUCATION

Carnegie Mellon University
BCSA Computer Science and Art
Concentration in Human-Computer Interaction
May 2019 | GPA: 3.47
Deans' Lists (SCS, CFA, BXA) Spring 18, Fall 18

Coursework

Parallel and Sequential Algorithms
Designing Human Centered Software
Introduction to Computer Systems
Great Theoretical Ideas in Computer Science
Social Web
Persuasive Design
Product Service Ecologies for AI
Human Experience in Design
Interaction Techniques

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, Design thinking

Photoshop, Illustrator, Premiere Pro CC, After Effects, InDesign, InVision

Certified ScrumMaster® (CSM)

PROJECTS

Oink Google's Best Accessibility Hack
Chrome extension that provides a suite of accessibility features for web browsing

Marshmellow
Personal holistic calendar plug-in that aims to combat the phenomenon of "monday blues"

Pill Points
Empathy-driven application that encourages patients in taking their medication responsibly

linkedout
Platform that primes mindfulness in recruiters during job applications review