Ken Zhiyi Lin

Software Engineer
07487561427 | kenl2005@outlook.com | linkedin.com/in/ken-z-lin/ | github.com/kenL4

Education

University of Cambridge Cambridge, UK
BA Computer Science *2023-2026*

- Studied modules in Computer Architecture, Graphics, Operating Systems, Concurrent and Distrbuted Systems, Computer Networking, Machine Learning, etc
- Completed a Group Project called Paper Simulator for a client from the Paper Foundation extending Krita, a drawing app, to simulate the richness of drawing on real artisanal paper in Python
- "Simulating a RISC-V GPU" - Developing a C++ RISC-V software simulator for development of bare-metal GPU software for my dissertation
- First Year: Class I **(20/121)** Second Year: Class I **(12/124)**, ranking **1/124** in Paper 6

Experience

Software Engineering Intern June 2025 – September 2025
Meta *London, UK*

- Worked in Reality Labs on the Horizon Scripting team to develop the scripting engine and desktop editor which drives the creation of games for Horizon Worlds and over **5.6 million users**
- Significantly improved test coverage across the game scripting services, written in C# and enhanced the UX with animations and visual elements to improve polish and usability with React VR
- Working on implementing TypeScript APIs for Editor Scripts which allows users to control the behaviour of the desktop editor and perform actions such as create new objects and move them. Prompt engineered to enable a GenAI agent to take full control of the game editor
- Wrote a compiler from CodeBlocks, a legacy language, to TypeScript for users to migrate from legacy worlds.

GPU Software Engineer Intern July 2024 – September 2024
Arm *Cambridge, UK*

- Worked in the Runtime Diagnostics Team, reverse-engineering visualisation software for Mali GPU support
- Consumed GPU memory driver events and fired tracepoints into a custom data structure, and exported through Python into a memory visualisation tool which enabled identification of memory leakage and resource footprint
- Implemented resource memory binding instrumentation to extend an existing memory tracking system in C/C++
- Worked in an Agile environment following both principles of Scrum and SAFe, contributing **13K+** lines of code

Computer Science Subject Representative September 2024 – September 2025
St Catharine's College Cambridge *Cambridge, UK*

- Providing support and hosting events for fellow Computer Scientists in my college

Games Developer July 2023 – Present
WJIK Technologies *Liverpool, UK*

- Developing games in a small team with my brother and sister in the Unity game engine and C#

Projects

Neural Enhanced Text-to-3D Generation with 3D Gaussian Splatting | *Python, ML* Oct-Dec 2025

- Extending a SOTA Text-to-3D Generation model with a Neural Enhancer to improve the quality of the produced 3D model at lower Gaussian counts, reducing computational and memory cost.
- Worked in a team of 3 for this group project, each experimenting with different enhancer networks.

TCP/IP network packet parser | *C++* Dec 2024

- Implemented a parser for TCP/IP packets in C++ as coursework for the Programming in C and C++ course
- Parsed BLOB files of network data to store the packet headers and data

Minecraft Shaders | *GLSL* April 2024 – May 2024

- Implemented shadow mapping, with shadow distortion to better utilise the limited buffer size in a shader pack
- Added ACES tone-mapping, gamma correction and other color adjustments

Technical Skills

Languages: C, Python, Java, OCaML, GLSL, C++, C#, SQL
Developer Tools: Git, Jira, Jenkins