

KEXIN LIN

Software Developer

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<http://kexinlin.me/Personal-Site/>

EDUCATION

University of Toronto, St. George Campus

September 2017 - June 2021

Hon B.Sc, Computer Science Specialist

· Cumulative GPA of 3.99 / 4.00

· Dean's List Scholar, Innis College Later Life Learning Scholar

· Relevant courses: Web Development, Databases, Operating System, Data Structures & Analysis, Algorithm Design & Analysis, Computer Organization, Computer Networks, Software Engineering

TECHNICAL SKILLS

Programming

Python, JavaScript, Java, C, SQL, R, Racket, HTML, CSS

Libraries/Frameworks

React, Express.js, MongoDB, jQuery, NumPy, Pandas, Bootstrap

Tools

Git, Unix Shell, Markdown, LaTeX, Tableau, Axure, Figma

WORK EXPERIENCE

Tencent Technology Company, Shenzhen, China

Product Manager Intern

May 2020 - August 2020

- Created and presented reports on product improvement to the product team after conducting product analysis, competitor analysis and market research, with multiple feature suggestions adopted for future product iterations, including music search trends, personalized search rank, and joint subscription plans.
- Generated insights to promote user activity, prevent user loss, and increase revenue by extracting and analyzing user portrait and user behavior data using SQL and Python.
- Optimized efficiency of the automated notification system by designing task batch importing and exploring push notification scenarios based on data.

PROJECTS

SickKids Uroflow Measurement Application

January 2020 - April 2020

- Worked as a front-end developer in a team of six in collaboration with the SickKids Hospital to create an application that allows urology patients to do uroflowmetry test at home.
- Verified target customer's needs through constructing a prototype for the web dashboard.
- Implemented the filtering feature of the dashboard with React & Material-UI and extended the existing mobile app with React Native to support a complete workflow of the application.

UofT Eats

September 2019 - December 2019

- Created a web application for students to order food served by food trucks on campus.
- Implemented the back-end of the application including RESTful APIs, CRUD operations and user authentication with Express.js and Mongoose.
- Designed and constructed an aesthetic user interface in React and Material-UI to support menu, shopping carts, and pick-up reservations.

Automated Teller Machine Java Desktop Application

January 2019 - April 2019

- Led a team of six to implement an interactive desktop application simulating an Automated Teller Machine (ATM) system supporting various online banking features like withdraw, deposit and transfer.
- Maximized development experience and software iteration efficiency through incorporating design patterns such as the MVC pattern and the Factory method into the product.
- Enhanced user experience by creating an intuitive graphic user interface for the application in JavaFX.