

KEXIN LIN

Software Developer

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<https://github.com/kexinlin>

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, Linux, Markdown, LaTeX, Tableau, Axure, Figma

WORK EXPERIENCE

Tencent Technology Company, Shenzhen, China

Product Manager Intern

March, 2020 - August 2020

- Created and presented reports on product improvement to the product team after conducting product analysis, competitor analysis and market research.
- Gained more insights to promote user activity, prevent user loss, and increase revenue by extracting and analysing user portrait and user behaviour data using SQL and Python.
- Designed features for the automated push notification management platform and explored more push notification scenarios based on data. Following up and promoting progress for development.

PROJECTS

SickKids Uroflow Measurement Application

January 2020 - April 2020

- Worked in a team with the SickKids Hospital to create an web application that allows urology patients to do uroflowmetry test at home and clinicians to view statistical plots.
- Designed a prototype for the web dashboard and verified needs of features with target customers.
- Implemented the the front-end of the web dashboard with React and Material-UI, and improved the usability of the existed mobile app with React Native to support a complete workflow of uroflowmetry.

UofT Eats

September 2019 - December 2019

- Created a website with three teammates 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 implemented an aesthetic user interface in React and Material-UI, to support food displays, shopping carts, and pick-up reservations.

Automated Teller Machine Java Desktop Application

January 2019 - April 2019

- Implemented a desktop application simulating an ATM and online banking in a team of six.
- Managed development process by arranging regular meetings and making development plans.
- Maximized development experience and software iteration efficiency through incorporating design patterns in the application including the MVC pattern, the factory method.
- Improved user experience by creating an intuitive graphic user interface for the application by JavaFX.