Kristy Lin

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EDUCATION

University of California, Irvine
B.S. Computer Science
Dean's Honor List: Fall 2014-Spring 2017
Relevant courses: Computer Networks, Project in Data/Web Applications, Operating Systems, User Interaction Software, Data Mining, Data Management

GPA (2014- Summer 2017): 3.94
Expected Graduation: June 2018

SKILLS

Technical: Python, Java, HTML/CSS, Javascript, XML, Bootstrap, Flask, C/C++, SQL, MATLAB
Software: Eclipse, Git, Linux, Vim, Perforce, MS Office, Visual Studio, Sublime, Tomcat
Languages: English and Mandarin

EXPERIENCE

Panzura   Campbell, CA
Software Intern   June 2016 - August 2016
Panzura is a software company developing a cloud based global file system.

- Designed and implemented an event/email manager for CloudController product in C. Event/email manager is a user space daemon in Linux. Functions include:
  - Inter-process communication between daemons and auto-launching and monitoring these daemons.
  - Event collection and consolidation through two different methods: linked lists and a database.
  - Stateful event monitoring and timer based email sending through SMTP.

Panzura   Campbell, CA
Software Intern   June 2015 - August 2015

- Developed a data model prototype for large data analysis on Panzura's product.
- Took data from a Python script that populated a database (MongoDB) and converted it to a per-user data model.
- Used HTML, Javascript, CSS, c3.js, and selectize.js to allow user inputs and display designated data.
- Utilized Flask for AJAX calls between UI and Python script and Git for source code control.

Panzura   Campbell, CA
Software Intern   June 2014 - September 2014

- Helped develop white-box test automation system for Web UI of Panzura's product.
- Integrated Phantom.js for Web browser simulation.
- Wrote test cases using Jasmine.js and defined test cases in XML. Used a prewritten Python script for test control and result reporting.
- Built understanding on client/server relationship and the importance/implementation of quality assurance.

PROJECTS

Othello (game)   February 2015 - March 2015

- Created the game Othello through Python IDE and its graphic library, Tkinter. Built understanding of class organization, use of libraries, and graphical user interfaces.

Fabflix   March 2017 – June 2017

- Created a website that allows a user to search for movies (with autocomplete), add to cart, and purchase items. Used Tomcat and SQL to connect database to web.

ACTIVITIES

Reader/Grader   September 2017 - present
Computational Linear Algebra (CS course at UCI)

- Selected as a grader for the ICS 6N course at UCI. Created homework solutions and grade tests, labs (in MATLAB), and homework.

Coordinator, Captain, Member   November 2014 - present
Urban Mótus (Dance Team at UCI)

- Organized dance practices with board members based on level of progress with the team. Built teamwork and communication skills with members to provide a supportive and growing environment.

Webmaster   May 2015 – May 2016
TAO (Taiwanese-American Organization) at UCI

- Updated website weekly (HTML/Javascript/CSS/Bootstrap) using SourceTree to update Git page and cPanel for final updates to the actual website. Organized weekly general meetings with board members and built leadership skills through leading activities and presentations during meetings.

Study Abroad in South Korea   June 2017 - August 2017
Yonsei University

- Learned to grow and communicate in an unfamiliar environment. Discovered ways to problem solve in new situations and become accustomed to a new culture.