

Kuan-you Lin

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EDUCATION

Cornell University

August 2021 – May 2023

M.S in Information Science & Information Systems (certified Computer Science)

New York, NY

- GPA: 4
- Merit-based Scholarship
- **Courses:** Algorithms, Machine Learning, Virtual Reality, Cybersecurity, Cryptography, Blockchain & Smart Contracts

New York University

January 2021 – June 2021

Certificate of Distinction in Computer Science (GPA: 4)

New York, NY

- **Courses:** Data Structure & Algorithms (C/C++), Computer Architecture, Computer Network, Operating System

National Taiwan University

September 2016 – June 2020

B.B.A, in International Business (GPA: 3.6)

Taipei, Taiwan

- Exchange: Maastricht University - Data Science, Econometrics, Netherlands (Sep. 2019 – Mar. 2020)

SKILLS

Languages: TypeScript, JavaScript, Java, Python, C, C++, C#, HTML, CSS, SQL, MongoDB, Redis, GraphQL (Apollo), Solidity

Tools: Node.js, Git, Docker, Kubernetes, YAML, JSON, AWS, ESLint, NPM/Yarn, Poetry, Unity, Figma

Frameworks: React.js, Next.js, Storybook, Tailwind CSS, Express.js, Flask, Truffle, Web3, Jest, Mocha, React Testing Library, Pandas

EXPERIENCE

Software Engineer Intern

May 2022 – August 2022

Circle

New York, NY

- (Full-stack) Built in **TypeScript**, **React.js**, **Next.js**, **Java**, and **Spring Boot**, Circle Account, a multi-user 2B blockchain wallet, contributing 1300+ lines of production code and participating in **PR reviews**, with 10-15 senior/staff engineers and PMs in an **Agile** and **CI/CD** cycle
- (Frontend) Built and designed in TypeScript, **Storybook.js**, and **Tailwind CSS**, 3+ new features (1-1.5 months each), **unit testing** for each component introduced with **Jest** and **React Testing Library**; e.g. role-based access control on 30+ customer-facing pages in a team of 3
- (Backend) Built and designed in Java, **Jbdi**, and **PostgreSQL**, 2+ repositories and DAO classes on the persistent layer, including blockchain wallet and state model with **CRUD** operations, **integration testing** 10+ scenarios in local **Docker** containers
- (Queries) Build in TypeScript and **GraphQL (Apollo)** 4+ queries, mocks, and data sources sets to get and update data from our backend API. Additionally, investigated and resolved a **memory leak** and reduced resources loaded upon requests by 50% independently

Software Engineer Intern

June 2020 – January 2021

BNP Paribas Cardif

Taipei, Taiwan

- (Tools) Built and designed in **Python** a finance and accounting software that automated the statement reconciliation process of 350+ ex-and-internal accounts and reduced working hours by 50% as the leader in a team of 3, coordinating with 15+ users for 3 months
- (Challenges) Built in Python customized greedy matching algorithms for NP (subset sum) problems encountered, approximating acceptable solutions for the users; formatted unstructured statements in 15+ forms in **Pandas**, **NumPy**, **openpyxl**, and **xlsxwriter**

Software Engineer Intern

July 2020 – December 2020

Yuanta Financial Holdings - Proprietary Trading Room

Taipei, Taiwan

- (Model) Built and designed in **Python**, **scikit-learn**, and **matplotlib** an intelligent trading model consisting of 80+ programming trading strategies spanning 10+ years, training and validating to have the annual performance of 15% returns and 3% MMD in 6+ futures markets
- (Model) Built and analyzed in Python, volatility of 6+ futures market in unsupervised and supervised **machine learning models**, including KMeans+ and NN, pushing results to the **MySQL** database and signaling in-house trading machine in **C#**
- (Quant) Developed in Multicharts and Power Language, 15+ trading strategies in 10+ futures markets

PROJECTS

TheCampaign with TypeScript, JavaScript, Solidity, React.js, Next.js, ESLint, React-Semantic-UI, Mocha, Truffle, Web3

- Established a Web3 website for crowdsourcing projects with smart contracts on Ethereum
- Developed contracts with **Solidity**, tested with Mocha, and built a static website with function components and react hooks

Space Monster with TypeScript, React.js, Next.js, Express.js, Node.js, Jest, Mongoose, Docker, K8S in Microservices

- Established in TypeScript and **Node.js**, the free space reservation system for the city with 6 event-based microservice servers
- Developed in TypeScript, React.js, and Node.js frontend website with RESTful API interaction with the backend server
- Containerized in **Docker**, **Kubernetes**, **Skaffold**, and deployed with Heroku

Grim Magneto with Unity, C#

- Developed in C# and Unity, a virtual reality first-person shooting game with level design, sounds & haptic vibration feedback, automatic enemy droids, and system manual and tutorials on Meta Oculus Quest 2