

KEVIN LIN

Student | Aspiring Software Engineer

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EDUCATION

Rice University

Bachelor of Science in Computer Science | GPA: 3.92

May 2020

Houston, TX

Relevant Coursework

- Computational Thinking (intro to computation with Python)
- Algorithmic Thinking (discrete math, algorithms, data structures)
- Probability and Statistics, Computer Engineering, Multivariable Calculus

Awards

- Trustee Distinguished Scholarship Recipient
- Walsh Engineering Scholarship Recipient

PERSONAL PROJECTS

Kinematic Physics

Mobile Developer

May 2015 - August 2015

Published to Google Play

- Designed the UI/UX and developed algorithms for an Android app that intelligently deduces the solvability and calculates solutions to physics problems
- Features include the ability to solve both single and multi-dimensional kinematics problems

Energy City

Mobile Game Developer & Designer

May 2014 - August 2014

Published to Google Play

- Utilized the LibGDX game engine to develop an arcade-style game for Android that is designed to test the user's reflexes and patience
- Features include a scoreboard, various difficulty levels, and smooth animations from custom graphics

Cardify Flashcards

Mobile Developer

September 2013 - January 2014

Published to Google Play

- Created the UI/UX and devised algorithms to store, edit, sort, multi-delete, and review databases of user-created flashcards for an Android app that lets users create flashcards on the go
- Features include a theme chooser, smooth animations, and flashcard exporting, sharing, and sorting

EXPERIENCE

CyberPatriot VIII National Cyber Defense Competition

Team Lead

March 2015 - April 2016

Cerritos, CA

- Specialized in hardening Linux-based system images
- Qualified to Platinum Bracket of Regionals (semi-finals)

HACKATHONS

defBeats

Software Developer

January 2017

PennApps XV 2017

- Programmed a Raspberry Pi-based wearable device that lets deaf people immerse themselves in music through synchronized vibrations and lights

MarsVars

Backend Developer & VR Designer

November 2016

MLH Prime 2016

- Winner for "Top 7 Finalist"
- Designed a Martian virtual reality world built using Unity and running on the HTC Vive that supports real-time parameter alterations

OwlSecurity

Mobile Developer

October 2016

CodeRED Curiosity 2016

- Winner for "Best Use of IBM Watson"
- Built an Android app that turns any phone into an intelligent security camera that detects for threats and alerts authorities

Pictolate

Web Developer

October 2016

HackTX 2016

- Employed Node.js to develop a Web application that analyzes the contents of any picture and converts it to a foreign language of the user's choice

Sandals

Mobile Developer

October 2016

HackRice Fall 2016

- Engineered a social media Android app that helps users interact within different social groups

SKILLS

Java

Python

C

Android SDK

Linux/Unix-based systems

Git

HTML/CSS

Javascript

Node.js