

# KEVIN LIN

## Student | Aspiring Software Engineer

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## EDUCATION

### Rice University

#### Bachelor of Science in Computer Science | GPA: 3.90

📅 May 2020

📍 Houston, TX

- Trustee Distinguished Scholarship & Walsh Engineering Scholarship Recipient, 2016 - 2020
- Relevant Coursework
  - Algorithmic Thinking, Computational Thinking, Computer Engineering, Probability and Statistics
  - Advanced Reasoning About Algorithms, Intro to Program Design

## EXPERIENCE

### Quantum Reservoir Impact

#### Software Engineer Intern

📅 May 2017 - July 2017

📍 Houston, TX

- Currently developing *Quantum Toolbox* from scratch for the *Quantum Technologies* Team, building a Web application that allows clients to store databases of wells and perform customizable decline curve analysis on various production rates
- Utilizing JavaScript/ES6, Node.js, ReactJS, MongoDB in full-stack web engineering and unit testing

## PERSONAL PROJECTS

### Alignr

#### Web Developer & Algorithm Designer

📅 May 2017

📍 Published on Personal Website

- Wrote a dynamic programming algorithm to perform Pairwise Sequence Alignment
- Implemented a Web interface as a biology tool for DNA/RNA/protein sequence alignment

### 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

## 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 VR world built using Unity and running on the HTC Vive that supports real-time parameter alterations

### OwlSecurity

#### Mobile Developer

📅 October 2016

📍 CodeRED 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 2016

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

## SKILLS

Java

Python

Javascript/ES6

C

HTML/CSS

Node.js

MongoDB

Android SDK

Git

Unix systems