


# Kevin Lin

SOFTWARE ENGINEER | APPLICATION DEVELOPER, DESIGNER

 [Kevin.Y.Lin@rice.edu](mailto:Kevin.Y.Lin@rice.edu)  
 [github.com/klin1344](https://github.com/klin1344)  
 [linkedin.com/in/klin1344](https://linkedin.com/in/klin1344)

## EDUCATION

**Rice University, Houston, TX**

**May 2020** Bachelor of Science in Computer Science | GPA: 3.92 / 4.00

*Relevant Coursework*

**Fall 2016** Computational Thinking, Multivariable Calculus, Probability & Statistics

**Spring 2017** Algorithmic Thinking, Fundamentals of Computer Engineering, Physics Electricity & Magnetism

## SKILLS

Experience with Java, Python, Linux/UNIX-based systems, Android SDK, object-oriented design, Git  
Familiar with HTML/CSS, Javascript/Node.js

## RELEVANT PROJECTS

**Nov. 2016** **MarsVars**

*Backend Developer and VR Designer | Created at MLH Prime Southwest 2016 (selected as a "Top 7 Finalist")*

Worked with AWS DynamoDB and S3 to set up a website and develop a system where users can perform parameter alterations in real-time to a Martian world in virtual reality built using Unity and running on the HTC Vive.

**Oct. 2016** **OwlSecurity**

*Mobile Developer | Created at CodeRED Curiosity 2016 (winner for "Best Use of IBM Watson")*

Utilized Google Cloud Vision, IBM Visual Recognition, and Imgur APIs develop an Android app that turns any phone into a smart security camera that intelligently detects for threats, texts 911, and alerts emergency contacts.

**Oct. 2016** **Pictolate**

*Web Developer | Created at HackTX 2016*

Utilized Node.js, RapidAPI, and Microsoft's Cloud Vision API to create the backend for a web application used to take any picture, analyze its contents, and convert it to a foreign language of the user's choice.

**Oct. 2016** **Sandals**

*Mobile Developer | Created at HackRice 2016*

Used Google Firebase to develop the authentication system and the Android SDK to create a proof-of-concept social media app that helps users interact within different social groups.

**May 2015 -** **Kinematic Physics**

**Aug. 2015** *Mobile Developer | Personal Project, Published to Google Play*

Designed the UI/UX and wrote algorithms for an Android app that intelligently deduces solvability and calculates solutions to multi-dimensional physics problems involving the kinematic equations of motion.

**May 2014 -** **Energy City**

**Aug. 2014** *Mobile Game Developer and Designer | Personal Project, Published to Google Play*

Used the LibGDX game engine to develop an arcade-style game for Android that is designed to test the player's reaction time and decision making skills. Features include a scoreboard, various difficulty levels, and smooth animations from custom graphics.

**Sept. 2013 -** **Cardify Flashcards**

**Jan. 2014** *Mobile Developer | Personal Project, Published to Google Play*

Designed the UI/UX and wrote algorithms to store, edit, sort, multi-delete, and review user-created flashcards for an Android app that lets users create flashcards on the go.

## EXPERIENCE

**Mar. 2015 -**

**Apr. 2016**

**Air Force Association National CyberPatriot VIII Competition, Team Leader**

Organized team trainings, specialized in hardening Linux-based system images  
Qualified to Platinum Bracket of Regional Round (semi-finals)

**Aug. 2014 -**

**June 2016**

**Computer Programmers United, Vice President**

Organized and led activities to help Cerritos HS students learn computer science and security  
Led teams and placed in CTF competitions: EasyCTF 2015 (top 3%), Carnegie Mellon picoCTF 2014 (top 4%)