

Kevin Lin

SOFTWARE ENGINEER | APPLICATION DEVELOPER, DESIGNER



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 - Air Force Association National CyberPatriot VIII Competition, Team Leader

Apr. 2016 Organized team trainings, specialized in hardening Linux-based system images

Qualified to Platinum Bracket of Regional Round (semi-finals)

Aug. 2014 - Computer Programmers United, Vice President

June 2016 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%)