Kevin Lin

SOFTWARE ENGINEER | APPLICATION DEVELOPER, DESIGNER

Kevin.Y.Lin@rice.edu
github.com/klin1344
linkedin.com/in/klin1344
kevinylin.net

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, C, Android SDK, Linux/Unix-based systems, HTML/CSS, Git, object-oriented design
Familiar with Javascript, Node.js

RELEVANT PROJECTS

Jan. 2017

defBeats

Software Developer | Created at PennApps XV Spring 2017

Used Python along with Bash scripting to perform FFT-based, real-time audio input analysis and synchronized GPIO pin control on the Raspberry Pi 3 for a wearable device that lets deaf people fully immerse themselves in music through patterned vibrations and lights.

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 - Aug. 2015

Kinematic Physics

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 - Aug. 2014

Energy City

Mobile Game Developer and Designer | Personal Project, Published to Google Play

Used the LibGDX game engine to develop an arcade-style game for Android. Features include a scoreboard, various difficulty levels, and smooth animations from custom graphics.

Sept. 2013 - Jan. 2014

Cardify Flashcards

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)