KEVIN LIN

Student | Aspiring Software Engineer

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

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, 2016 - 2020
  - Walsh Engineering Scholarship Recipient, 2016 - 2020

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

📅 Octoer 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

📅 Octoer 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

📅 Octoer 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`