

KEVIN LIN

Student | Aspiring Software Engineer

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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

EXPERIENCE

Quantum Reservoir Impact

Software Developer Intern

📅 Starting Summer 2017

📍 Houston, TX

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

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

📅 October 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

📅 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 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