

KEVIN LIN

Student | Aspiring Software Engineer

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kevinlin.net

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EDUCATION

Rice University

Bachelor of Science in Computer Science | GPA: 3.90

Expected May 2020

Houston, TX

- Trustee Distinguished Scholarship & Walsh Engineering Scholarship Recipient, 2016 - 2020
- Relevant Coursework
 - Advanced Reasoning About Algorithms, Intro to Program Design, Algorithmic Thinking, Computational Thinking, Computer Engineering, Probability and Statistics

EXPERIENCE

QRI International, LLC

Software Engineer | Data Visualization Team

August 2017 - present

Houston, TX

- Returning for the school year as a part-time contracted Software Engineer
- Designing and implementing the mapping component and GeoServer for SPA, a web app to automate and visualize well analytics

QRI International, LLC

Software Engineer Intern | Data Visualization Team

Summer 2017

Houston, TX

- Developed and deployed full stack web app from scratch: qdca.qrigroup.com
- Built a React/Redux-based frontend for engineers to vet automated oil/gas decline curves with charting, filtering, sorting, and batch grid view functionalities
- Wrote custom Highcharts plugin to support drag-and-drop of decline curves
- Designed a well data management cloud platform in Node.js and MongoDB

HACKATHONS

defBeats

Software Developer

January 2017

PennApps XV 2017

- Performed Fourier audio analysis in Python and designed a Raspberry Pi-based wearable device that lets deaf people immerse themselves in music

MarsVars

Backend Developer & VR Designer

November 2016

MLH Prime 2016

- Winner for Top 7 Finalist
- Designed a Martian VR world built using Unity and running on the HTC Vive that supports real-time parameter alterations

OwlSecurity

Mobile App Developer

October 2016

CoderED 2016

- Winner for Best Use of IBM Watson and 3rd Place (\$1000) at Rice Elevator Pitch
- Utilized IBM Watson and Google Cloud to build an Android app that turns any phone into an intelligent security camera that automatically alerts authorities

PERSONAL PROJECTS

Alignr

Web Developer

May 2017

Published on personal site

- Implemented a dynamic programming algorithm to perform Pairwise Sequence Alignment
- Used Javascript and HTML/CSS to design a Web interface as a biology tool for DNA/RNA/protein sequence alignment

Kinematic Physics

Mobile App Developer

May 2015 - Aug 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

May 2014 - Aug 2014

Published to Google Play

- Utilized the LibGDX game engine to develop a sprite-based game for Android
- Features include a scoreboard, various difficulty levels, and smooth animations from custom graphics

Cardify Flashcards

Mobile App Developer

Sep 2013 - Jan 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

SKILLS

Languages: Javascript/ES6 Python Java HTML/CSS

Technologies: React/Redux MongoDB Node.js
Android SDK Alexa Skills Kit Git Unix systems