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: 3.90

Expected May 2020   Houston, TX

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

EXPERIENCE

QRI International, LLC
Software Engineer | *Data Visualization Team*

August 2017 - present   Houston, TX

- 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 add support for interactive 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