

# KEVIN LIN

## Student | Aspiring Software Engineer

@ Kevin.Y.Lin@rice.edu

kevinlin.net

github.com/klin1344

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

#### Software Engineer

August 2017 - present

Houston, TX

- Returning to QRI as a contracted Software Engineer.

### QRI International

#### Software Engineer Intern

May 2017 - July 2017

Houston, TX

- Developed full stack web app, Quantum Toolbox - qDCA, from scratch
- Built a React/Redux-based frontend for engineers to interactively vet automated oil/gas decline charts with 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 to be used with qDCA and shared among all other QRI web apps

## 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
- Built an Android app that turns any phone into an intelligent security camera that detects for threats and alerts authorities

## PERSONAL PROJECTS

### Alignr

#### Web Developer

May 2017

Published on personal site

- Implemented a dynamic programming algorithm to perform Pairwise Sequence Alignment
- Designed 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 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 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 Git Unix systems