Kenneth Lin

Phone: (786)-338-1096 | **Email:** kennyyylin@gmail.com | **LinkedIn:** www.linkedin.com/in/kennylin1

Education

University of Florida – Gainesville, FL **Expected Graduation: Dec 2025**
Bachelor of Science in Computer Science

Coursework: Data Structures & Algorithms, Computer Network Fundamentals, Operating Systems, Applied Machine Learning Systems, Information and Database Systems, Software Engineering

Kyoto University – Kyoto, Japan **GPA: 3.5/4.0**
Coursework: Performant Programming, Cross Cultural Engineering & Design

Relevant Skills

Languages: C++, Python, HTML/CSS, JavaScript, Java, TypeScript
Technologies: Linux, React, Angular, Express, Node.js, Docker, AWS, VirtualBox, Jetson Nano

Work Experience

Software Engineering Intern – **CogAbility** **February 2023 – Present**

- Implemented automated AWS CI/CD pipeline, resulting in a 20% increase in engineering productivity
- Developed a real-time pose detection system using MediaPipe and OpenCV with 90% accuracy
- Engineered multi-threaded architecture to handle continuous video capture, pose analysis, and client notifications simultaneously, reducing system latency by 40%
- Designed secure real-time video streaming using Node.js REST APIs, FFmpeg, Nginx, and EC2 to host custom RTMP server, leading to 15% increase in customer engagement
- Integrated dynamic QR code generation with IBM Watson Speech API, reducing query handling time by 35%
- Collaborated in an Agile team environment, participating in sprint planning, daily stand-ups, and retrospectives to continuously improve development processes
- Utilized: JavaScript, React, Express, AWS, Watson Speech, Node.js, MediaPipe, OpenCV, Python

Projects

Java Compiler – **Custom Compiler with AST** **January – April 2024**

- Designed and implemented a Java compiler containing lexer, parser, analyzer, and code generator
- Leveraged regex and automata for tokenization, and context-free grammars for parsing into an Abstract Syntax Tree (AST)
- Implemented unit testing, ensuring exhaustive coverage of all edge cases
- Utilized: Java, JUnit, Regular Expressions (Regex), Git

Weaponize – **Pygame 2D Platformer** **June – August 2023**

- Led a team to create a 2D platformer game using Python and Pygame
- Engineered persistent save system to retain player progress
- Developed core game mechanics including player movement, collision detection, and weapon handling
- Designed and implemented dynamic weapon systems, allowing players to equip, switch, and utilize various weapons with unique attributes
- Utilized: Python, Pygame, Local Persistent Data, JSON, Git

Simple Blockchain – **Blockchain Visualizer** **November 2022**

- Constructed front-end in Angular, allowing users to visually interact with the blockchain, view blocks, and monitor transaction activities in real-time
- Developed a simple blockchain with proof-of-work algorithm with verification, private and public keys, mining rewards, and transactions
- Utilized: Angular, JavaScript, TypeScript, Bootstrap, HTML/CSS