

KENNY LIN

Software Engineer 📍 Boston, MA

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EDUCATION

Northeastern University

Bachelor of Science in Computer Engineering and Computer Science

GPA: 3.78 | Dean's List

Boston, MA

May 2024

EXPERIENCE

Massachusetts College of Pharmacy and Health Sciences

July 2023 - December 2023

Application Developer

- Implemented Postman and C# (xUnit framework) tests via API calls for comprehensive testing of Coupa, the college's payment system.
- Contributed to the automation of transcript ordering processing for current and former students by authoring SQL scripts and reports utilized by the Registrar's Office.

Avidyne Corporation

July 2022 - December 2022

Software Engineer

- Developed white-box tests and scripts to obtain code coverage using C/C++ for Avionics, an electronic system used in aircrafts, such as communications and traffic modules.
- Integrated code coverage tool chain, Squish Coco, to existing and new projects to enhance testing capabilities.
- Created a cron job to automate the monthly distribution of certification documents via email.

SKILLS

Languages: TypeScript, JavaScript, C++, Python, Swift, Java, C#, C, SQL, LaTeX, x86, Lean

Frameworks and Libraries: NextJS, ExpressJS, React, React Native, Jest, SwiftUI, UIKit, JUnit, xUnit.net

Development Tools: Git, Visual Studio, Jira, Postman, Swagger, OpenAPI, IntelliJ IDEA, Eclipse

Database MySQL, PostgreSQL, SQLite, SwiftData, MongoDB, Google Firestore

PROJECTS

Fitness Leaderboard

January 2024 - May 2024

Personal

Team Size: 4 / Role: Full Stack

- Develop a fitness competition platform using NextJS for users to join public and private leaderboard lobbies and earn trophies based on their placement, striving to foster a healthy lifestyle.
- Design REST API to fetch user activity data from Strava, a popular fitness tracker app, enabling users to track their progress and compete in various fitness activities.
- Utilize PostgreSQL database organized by Prisma to efficiently manage relational user and activity data.

LoRaWAN Rescue Device

June 2023 - April 2024

Capstone

Team Size: 6 / Role: Software Lead

- Construct a portable radio device for long-range communication between smartphones without Wi-Fi or cellular service, ensuring safety during outdoor activities lacking reception.
- Lead the development of a native mobile application with chatting functionality using SwiftUI and a local database using SQLite to persist messages and contacts.
- Incorporate Bluetooth connectivity allowing for the transmission of data packets to the portable radio devices.

Covey Town

February 2024 - April 2024

Software Engineering

Team Size: 4 / Role: Full Stack

- Contribute to the enhancement of Covey.Town, a platform for video calls within virtual meeting spaces.
- Propose the addition of a bulletin board with an integrated news feed fetched from multiple reliable APIs of news outlets of different topics.
- Enhance functionality for users to publicly share post-it notes and to filter their bulletin board selectively.

Fitlink

May 2023 - June 2023

Mobile App Development

Team Size: 4 / Role: Full Stack

- Built an iOS application using UIKit, drawing inspiration from BeReal, to encourage users to share daily workout pictures and exercise metrics.
- Integrated Firebase backend to enable users to receive comments and likes on their posts from their added friends.