Eugene Lin

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Education

2018 - 2022	**Imperial College London**	MEng Computing

- Year 1: 81% overall (Dean's List), with first-class honours in all modules, and 85% in programming

2011 - 2018	**Dunraven School**	Sixth Form, and Secondary School

- STEP: Grade 2 in STEP I, and Grade 3 in STEP II
- A Level: A*A*A*A in Maths, Further Maths, Computer Science, and Physics
- BMO Round 1: Perfect score in 2 questions; qualified based on UKMT SMC results
- GCSE: Aˆ (Further Maths), 8 A*s (equivalent), and 5 As

Work Experience

2019 — Fire Tech Camp
- Worked as a Senior C#/Java/Python instructor, for groups of children aged 12, and up
- Received consistent positive feedback for my hands-on teaching style
- Provided me with experience on debugging code written by others

2016 - 2019 — Tutoring
- Tutored children from Year 6 to Year 10, with a focus in mathematics
- Improved communication skills, and practised how to explain challenging topics in simple terms

2015 - 2018 — Freelance Projects
- Occasionally took on clients for freelance work
- Met expectations of clients through consistent communication, and flexibility to suggestions

2017 — Zodiac Media
- Assisted in updating a legacy e-commerce site running Magento (PHP)
- Heavy use of version control for deployment, and Vagrant for web development

Projects

2019 — ARM Project — C, ARM Assembly, KiCAD
- Implemented an assembler, and emulator for the ARMv6 instruction set
- Designed custom hardware (PCB), as well as the software interface for a bi-colour LED matrix
- Also assisted in implementing the extension - a Monte-Carlo Tree Search to play Connect 4

2019 — eduCATe (ICHack 19) — PHP, Java
- Designed a chat platform tailored for educational purposes
- Maintained organisation with a similar threading system to Slack
- Implemented backend in PHP, for cross-platform compatibility, and assisted in Android app

2018 — Yeetr (HackKing's 5.0) — PHP, JavaScript
- Recreated Twitter for a 90's themed challenge
- Learnt to deploy through Git, and prevent basic attacks
- Implemented PHP endpoints, as well as JavaScript (with jQuery) for dynamically displaying feed

2018 — Untitled Game — C#, PHP, JavaScript, Python
- Generated terrain with basic MST algorithms, and generated trees with a custom mesh builder
- Enemies in the game gradually improved with the use of a genetic algorithm
- Web interface for scores, as well as a custom library for low-latency IoT lighting over a LAN

2016 - 2017 — Skype4Sharp — C#
- Only public .NET library for interacting with modern Skype chats (at the time)
- Used in a publicly available Skype bot, with a reach of over 5,000 users at its peak
- Designed an open-sourced Skype bot, featuring a plugin manager, and a permissions system

Skills & Interests

Programming	Comfortable with C# (including Unity), PHP, Python, and Java. Also have various amounts of experience in other programming languages, including Kotlin, Haskell, C, and JavaScript. All of my public projects are available on my GitHub. I am also comfortable with markup languages such as LaTeX.
Linux	Proficient in using the Linux command line - including managing headless servers. Experience working with LAMP stack. Able to use standard programming utilities such as version control. Comfortable with automating (and scripting) repetitive tasks.
Mandarin	I am fluent in spoken Mandarin Chinese, and am able to converse at a reasonable pace with other native speakers.
Prototyping & Design	Explored different parts of prototyping, such as designing my own PCBs. Completed an additional course in prototyping at Imperial College London, which aided in developing my skills with electronics, as well as teaching me the basics of CAD. I also have some experience in Photoshop, and After Effects.