Simon Lin

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EDUCATION

Toronto Metropolitan University (formerly Ryerson)

Toronto, ON

Bachelor of Science - Computer Science Co-op Program

Sep. 2021 - present (est. 2026)

PROJECTS

Discord-embedded Riot API Bot | Python, Selenium, Riot API, Discord.py, Git

- Developed a Discord community application to fetch and analyze user data using the Riot Games developer API
- Utilized Selenium Webdriver for webscraping JSONs for 200+ assets of games: League of Legends/VALORANT
- Deployed the Discord-bot both locally and through Google Cloud Hosting services in over 30+ small communities

$\textbf{linsimon.com - Portfolio Website} \mid \textit{Bootstrap5}, \textit{HTML}, \textit{CSS}, \textit{JavaScript}, \textit{Google Cloud Platform}, \textit{Typescript}$

- Designed and developed a personal online portfolio website to showcase my open-source side projects
- Implemented modern front-end web-development practices including responsiveness for varying screen resolutions
- Implemented proper SEO-friendly guidelines, including semantic tags and relevant meta tags.
- Integrated web analytics tools like Google Analytics to track web traffic, user behavior, and other useful metrics.

Real-time Object Recognition in Roblox | Python, OpenCV, .xml

- Developed a python project to automate fishing in a Roblox server using real-time image recognition on OpenCV
- Trained a Haar Cascade Classifier machine learning algorithm over course of 2 weeks to identify objects real-time
- Self-taught machine learning concepts: supervised and unsupervised learning to train image model
- Collected, sorted and analyzed over 1000+ images to train image recognition model with precise attention to detail
- Recorded and extracted image data into XMLs and achieving an overall accuracy rate of 92% in my imaging model
- Maintained, debugged and wrote reliable code with effective practices and object-oriented design principles

ATM Banking Simulation Project | C#, .NET, Visual Studio

- Led a group of 3 Front-end and 3 Back-end student developers across Software Dev. Lifecycle as part of SWE Final
- Over course of 4 months, I documented and devised a risk-driven spiral methodology to plan, create, test and deploy a working ATM System to run natively on any operating system.
- Developed use case, class, activity and scenario diagrams for system functionality and risk-analysis.
- Wrote, tested, documented and debugged 2000+ line C# codebase to implement functional requirements.
- Implemented 20+ unit test cases for quality assurance and regression testing.
- Individually prepared a 57 page long technical report documenting the entire project lifecycle including Design, Analysis, Implementation and Testing.
- Achieved an overall grade of 100% on the final submission.

Server-side PHP and MySQL Photograph Database Website | PHP, MySQL, Unix, HTML, CSS

- Developed and hosted a server-side photograph display website managed with a Unix server database
- Wrote SQL code to query and display and sort 100+ images in the database to satisfy user-generated queries
- Used HTML and CSS to organize website content and create forms for user-generated queries

WORK EXPERIENCE

Camp Counselor The STEAM Project

July 2021 - August 2021

Richmond Hill, ON

• Assisted in creating and teaching campers a curriculum based in sciences, technology, engineering, arts and math.

- Maintained communicative and collaborative abilities between co-counselors and staff for streamlined work.
- Adapted various problem-solving skills to fit the environment.

TECHNICAL SKILLS

Languages: Python, JavaScript, C, C#, Java, MySQL, HTML, CSS, Bash, Perl, PHP, ASP.NET, Lisp, Rust, Haskell Developer Tools: Git, BitBucket, Microsoft Office, Visual Studio Code, Vim, PyCharm, Eclipse, Chrome DevTools

Libraries: OpenCV, Tkinter, Selenium, NumPy, Discord.py, EmailJS

Frameworks: jQuery, BootStrap v5, .NET