

# Simon Lin

647-909-1898 | [s1lin@torontomu.ca](mailto:s1lin@torontomu.ca) | [linsimon.com](https://linsimon.com) | [github.com/lin-simon](https://github.com/lin-simon) | [linkedin.com/lin-simon](https://linkedin.com/lin-simon)

## WORK EXPERIENCE

- Quality Assurance Specialist Intern** | *Azure Devops, SQL, Git, Jira* Sept. 2023 – Aug. 2024  
*SOTI* *Mississauga, ON*
- Designed and developed test plans and test cases based on software requirements and technical specifications for all SOTIs flagship MobiControl product.
  - Performed various types of testing as part of the Agile software development process and release cycle.
  - Conducted E2E testing of large feature release versions for requirement verification and performed demos of stories across teams and management to ensure consistency and standardization across product lines.
  - Discovered and reported bugs, defects and potential improvements across user interfaces, mobile applications, hardware and databases.
- Camp Counselor** July 2021 – Aug 2021  
*The STEAM Project* *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.

## PROJECTS

- Real-time Object Imaging in Roblox** | *Python, OpenCV, Supervised Machine Learning, .xml*
- Trained a Haar Cascade Classifier machine learning algorithm over course of 2 weeks to identify objects real-time.
  - Developed a python project to automate fishing in a Roblox server using real-time image recognition on OpenCV.
  - 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
- 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.
  - Implemented multithreading and asynchronous practices to handle multiple requests concurrently across users.
  - Utilized Selenium Webdriver for webscraping JSONs for 200+ assets of games: League of Legends/VALORANT.
  - Deployed locally and through Railway cloud hosting services in over 30+ small communities.
- linsimon.com - Portfolio Website** | *Bootstrap5, HTML, CSS, JavaScript, Google Cloud Platform, 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.
- 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.

## EDUCATION

- Toronto Metropolitan University (formerly Ryerson)** Toronto, ON  
*Bachelor of Science - Computer Science Co-op Program* Sep. 2021 – present (est. 2026)

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, C, C#, JS, SQL, HTML, CSS, Bash  
**Developer Tools:** Git, Visual Studio Code, Visual Studio, Jira, ADO, Vim, PyCharm, Eclipse  
**Libraries:** OpenCV, Selenium, Tkinter, NumPy, Discord.py, EmailJS  
**Frameworks:** jQuery, BootStrap v5, .NET 8