

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 for web-scraping JSONs for assets of games: League of Legends and VALORANT
- Deployed the Discord-bot both locally and through Google Cloud Hosting services in small online servers

linsimon.com - Portfolio Website | *TypeScript, HTML, CSS, GitHub Pages, Google Cloud Platform*

- Designed and developed a personal online portfolio website to showcase side-projects
- Implemented modern front-end web-development practices including responsiveness for varying screen resolutions
- Implemented scalable, readable and maintainable code with useful naming conventions in code and CSS

Real-time Object Recognition in Roblox | *Python, OpenCV*

- Developed a python project to automate fishing in a Roblox server using real-time image recognition on OpenCV
- Self-trained a Haar Cascade Classifier machine learning algorithm to identify objects live in-game
- Self-taught machine learning concepts including supervised and unsupervised learning within a few days
- Collected, sorted and analyzed over 1000+ images to train image recognition model with precise attention to detail
- Maintained, debugged and wrote reliable code with effective practices and object-oriented design principles

Server-side PHP and MySQL 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 images in the database to satisfy user-generated queries
- Used HTML and CSS to organize website content and create forms for user-generated queries

Command Line Interface E-Commerce Project | *Java*

- Worked on an E-Commerce project as part of a Java programming final project
- Focused on industry standard code structure, algorithmic and object oriented programming principles
- Accessed Oracle documentation to learn and implement concepts unique to Java including interfaces
- Wrote and documented clean code as part of modular design processes

WORK EXPERIENCE

Camp Counselor

July 2021 – August 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.
- 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

Frameworks: jQuery, BootStrap, .NET