MERCURY LIN

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EDUCATION

Auckland, NZ

The University of Auckland

Mar 2019 - Nov 2022

Bachelor of Engineering (Honours): Software Engineering - Part III (Penultimate)

Academic Achievements:

- Engineering GPA: 9.0/9.0 (A+ Average)
- · First in Course Award (2020) SOFTENG 250 (Algorithms and Data Structures) and
 - SOFTENG 251 (Object Oriented Programming)
- Dean's Honours List (2020, 2019) Top 5% of Engineering cohort for 2 years in a row
- · 1st in cohort in Physics, Maths, Environmental Science, Chinese, and Japanese (Queen Margaret College)

WORK EXPERIENCE

STEP Intern Google Nov 2020 – Feb 2021

- Collaborated in a pod of 3 to create an internal game tool which simulates a stock trading platform.
 Deployed on Google Cloud using App Engine, utilised Cloud SQL, Cloud Datastore, Cloud Function, Firebase.
- Lead the development of the frontend. Designed an extensible frontend architecture usable by other engineers, with comprehensive design documentation. Contributed over 70% of the frontend code. (React)
- · Reviewed code of other interns, assisted them in learning React, provided guidance for their frontend work

Software & Design

Nikau Robotics Ltd.

Feb 2020 - May 2020

- Nikau Robotics is a start-up company that designs and builds portable, automated CNC machines
- · Designed UI of the company's first mobile app in the prototyping stage validated by angel investors
- Developed a pitch that was awarded 2nd place and \$600 at the University's Summer Start-up Lab

EXTRACURRICULAR

Developer Student Club Lead

Google Developers

July 2020 - Feb 2021

- Founding president of Google's first official student club in New Zealand.
- Lead a founding team of 12 to collaborate with Google and other businesses to upskill students in tech through hosting events including workshops, seminars and meetup sessions.
- · Responsible for identifying local partners to work with, and for leading project building activities

Part II Representative

Software Engineering Student Association (SESA)

Mar 2020 - Nov 2020

- · SESA is one of the university's most active tech clubs with 300+ active members
- Elected by cohort of 100. Coordinated professional events with industry partners as well as educational and social events, including CV workshops and interview bootcamps, in an executive team of 11 members.

PROJECTS

- DigiFair (2020): Created a platform that connects students with recruiters through 1-on-1 live video sessions using a queuing system that simulates real-life speed interviews. Used by Summer of Tech (NZ's largest university recruitment programme) to host CV clinics in July 2020. (ReactJS)
- Rare Account Generator (2015): Developed a bot that automatically creates accounts and rolls for rare items in a popular mobile video game. My bot generated over \$6K in profit from rare accounts I sold online.
- **ASPA Membership System (2020):** Event registration platform designed for the Auckland Students Pool Club. A **Codelgniter** web-app developed by a team of 5 using the **Scrum** development process.

AWARDS

- Regional Wellington Japanese Speech Competition (2016, 2017): 1st place two years in a row
- Eve Moore Memorial Cup (2018): Single spot award out of the 2018 graduating cohort. Awarded for academic and general excellence, as well as contribution made to the school.

SKILLS

- · Languages/Frameworks: ReactJS, Java, JavaScript, HTML/CSS, Bash, C, MATLAB, PHP, Codelgniter
- · Technologies/APIs: App Engine, Firebase, Cloud SQL, Cloud Datastore, Cloud Function, Google Charts API