Carl Lin

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EDUCATION

University of Florida, Herbert Wertheim College of Engineering   **May 2021**

Bachelor of Science in Computer Science   Gainesville, FL

Minor - *Business Administration*

- GPA: 3.29 / 4.0
- Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Intro to Software Engineering, Information and Database Systems, Operating Systems, and User Experience Design

PROJECTS

- Petree's Prints Web Application – Intro to Software Engineering Class Project
    - Created a web application with a team for a client using the MEAN stack, which allowed users to purchase custom images and have them shipped to their homes
    - Designated Scrum Master; Primarily worked as a front-end developer using HTML, Angular, and CSS
- Personal Website Builder – Personal Project
    - Currently working on an iOS application that serves as a way for individuals to keep all the information that they need on their mobile device
    - Utilizing Swift to complete this project
- Chess AI Engine, Pacman Simulator, Line Editor, Google's Page Rank Algorithm, and Tic Tac Toe Game

PROFESSIONAL EXPERIENCE

RecSports   **September 2019 - Current**

Student Referee   Gainesville, FL

Currently working as a referee for intramural sports at the University of Florida.

- Ensure the safety of all participants and enforce the rules in order to encourage fair play

New Hong Kong   **August 2015 – June 2017**

Training Manager   Altamonte Springs, FL

Served on the small staff of a Chinese takeout restaurant based out of Central Florida. Worked also as a cashier and delivery driver for the restaurant

- Trained new employees on how to efficiently take orders of customers who either walked-in, called over the phone for pick up, or called to place a delivery order
- Resolved disputes between customers and the restaurant on incorrect orders which results in better customer moral leading to more customers coming back to the restaurant
- Adjusted the tips of all credit card purchases to reflect the total amount of money needed to be charged to the customers bank account

INVOLVEMENT

University of Florida Association for Computing Machinery   **September 2018 - Present**

Software Engineer   Gainesville, FL

Member of Association for Computing Machinery at the University of Florida which involves the use of complex thinking and algorithms to create new coding projects and solutions.

- Attended workshops hosted by the club which are aimed at helping individuals improve their technical coding skills and communication in order to create interesting programs.

Association of Computer Engineers @ The University of Florida   **January 2019 - Present**

Software Engineer   Gainesville, FL

Member of the Association of Computer Engineers at the University of Florida, an organization that is dedicated to helping individuals with a computer science, computer engineering, and electrical engineering background improve their technical and soft skills in order to be better prepared for their professional career.

- Networked with fellow engineers, which helped me better understand how to improve my interview skills and change my mindset in order to perform well in the industry.

Hackathons Attended – Swamp Hacks (University of Florida) and Hack Illinois (University of Illinois – Urbana Champaign)

SKILLS

- Languages - Proficient in C++ and Java; Intermediate in JavaScript, Python, C, HTML, and SQL
- Technologies – Linux, MacOS, Windows, MongoDB, Node.js, ExpressJS, Mocha
- Proficient in Chinese; Intermediate in Spanish