

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: 3.35 / 4.0
- Relative Coursework: Data Structures and Algorithms, Discrete Mathematics, Intro to Software Engineering, Information and Database Systems, Operating Systems, User Experience Design, Computer Network Fundamentals, and Human Centered Interaction

PROJECTS

- SmallTalks Web Application
 - Worked with a team of three other software engineers to build a custom web application using a ReactJS front end, the socket.io communication protocol between the front end and back end, a typescript server, and a MongoDB database.
 - Worked as a full stack developer to create various features such as our admin functionality and post management.
- Petrees' Prints Web Application
 - A custom web application utilizing the MEAN stack that allows customers to purchase their own images on different mediums and have them shipped
 - Scrum Master, whose main responsibility was front-end development using HTML, Angular, and CSS
- Sudoku Solver
 - Created a program that is capable of solving any predetermined board of Sudoku using the backtracking algorithm
- Chess AI Engine, Pacman Simulator, Line Editor, Google's Page Rank Algorithm, and Tic Tac Toe Game

PROFESSIONAL EXPERIENCE

Theissen Training Systems

June 2020 - Present

Engineering Intern

Gainesville, FL

Currently working as an engineering intern at Theissen Training Systems

- Responsible for the creation and maintenance of an AxTrax Security System
- Currently helping create a knowledge-based system that works with Fishbowl to keep track of inventory, manage ticket requests and provide support to technicians
- Currently working on a web application utilizing Python and the W2UI JavaScript library to allow for part tracking and form creation based on filters for the executive board of the company.

RecSports

September 2019 – April 2021

Sports Program Supervisor

Gainesville, FL

- Oversaw the operations of a multi-millionaire facility and the interaction between sports officials and patrons involved with Intramural Sports at the University of Florida.
- Encouraged both participants and employees at RecSports to abide by company policy and ensure that everything is organized.

INVOLVEMENT

Association of Computer Engineers

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, or electrical engineering background improve their technical skills in order to be better prepared for their professional career.

- Networked with fellow engineers and attended workshops that helped me better tune my skills for the workforce.

University of Florida Association for Computing Machinery

September 2018 – Present

Software Engineer

Gainesville, FL

Member of the Association for Computing Machinery (ACM), an organization dedicated to the creation of new coding projects

- Attended workshops that allowed myself to better understand the use of algorithms and changed my mindset when taking on challenging problems

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

SKILLS

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