Jason Lin
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Education

University of Michigan – Ann Arbor **August 2023-April 2026 (Anticipated)**
Bachelor of Science Engineering in Computer Science **GPA**: 4.0/4.0

- Relevant Coursework: Discrete Math, Honors Intro Stats, Programming and Intro Data Structures, Data Structures and Algorithms, and Foundations of Computer Science

Troy High School **August 2019-June 2023**
GPA: 4.33

- Received a score of 5 on all 13 Advanced Placement courses taken (including AP Computer Science A and AP Computer Science Principles)

Skills

Languages: C++, Python, HTML/CSS/JavaScript, R
Technologies: MongoDB, ExpressJS, ReactJS, Node.js, Git, RStudio, Bootstrap
Interests: Swimming, Running, Bodybuilding/Powerlifting, Origami

Projects

MERN Diet Tracker | Relevant Skills: MongoDB, ExpressJS, ReactJS, Node.js

- Designed and created a full-stack web app to allow users to input food items and view total nutritional information
- Built using MERN stack: stored food data using MongoDB, created UI with React, constructed back-side elements using Node.js and ExpressJS
- Features a search bar with a drop-down menu for easy look-up of food items

Arbitrage Bot | Relevant Skills: Python, API

- Created using Alpaca Trading's python SDK: alpaca-py
- Performs triangular arbitrage between ETH/USD, BTC/USD, and ETH/BTC by receiving real-time crypto quote data from Alpaca Trading's data API and then performing calculations and trades if conditions are met by using Alpaca Trading's trading API
- Runs autonomously with no need for human intervention

linj2314.github.io | Relevant Skills: Bootstrap, HTML/CSS/JavaScript

- Created a personal website from scratch using Bootstrap and vanilla HTML/CSS
- Features a wide variety of elements including icons, a scrollspy, a navbar, and a popover
- Formatted using Bootstrap elements such as containers, columns and rows, and gutters

Activities

UM Autonomy | Computer Vision Sub-Team

- Project team based around creating an autonomous boat to compete in the RoboNation RoboBoat competition
- Brainstormed ideas for and implemented a computer vision program which would identify buoys, game objects, and other obstacles that the boat is required to navigate around
- Implemented code for Simultaneous Localization and Mapping (SLAM), allowing the boat to maintain a digital map of its surroundings