Bill Lin

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Education

University of Toronto — Toronto, ON
Bachelor of Science in Computer Science — Sep. 2022 - May 2026

Steveston-London Secondary School — Richmond, BC
Relevant Coursework: Programming 11 and 12, AP Calculus BC — Sep. 2017 - Jun. 2022

- Received the $1,250 BC District Authority Scholarship for Applied Design, Skills, and Technologies

Competitions

Canadian Computing Olympiad - Bronze Medal — May 2022
University of Waterloo - Centre of Education for Mathematics and Computing

- Qualified by in the top 25 out of over 8,000 other competitors in the Canadian Computing Competition
- Applied algorithms such as Dijkstra, BFS/DFS, Kruskal's MST and data structures such as Arrays, Queues, and Trees to solve problems

Google Code Jam Round 3 - 728th/28000 — June 2022

- Qualified for Round 3, placing 728th place out of over 28000 participants
- Used C++ to solve challenging data structure and algorithm problems

Google Kickstart - 70th/11000, 2nd in Canada — Mar 2021 - Present

- Participating in every Google Kickstart Round since 2021 (for a total of 16 rounds)
- Best rankings: **70th/11000** in 2021 Round D (2nd in Canada), **80th/7150** in 2022 Round B

Projects and Experience

Teaching Assistant - Programming 11 — June 2020 – Present
Steveston-London Secondary School

- Assisted in teaching an intro to programming class for grade 11-12 students
- Taught concepts such as arrays, binary search and recursion
- Helped students debug and assisted them with their Pygame projects

An Analysis of Tree Algorithms and Data Structures — Sep. 2021 - May. 2022

- Wrote a 10-page paper in LaTeX focusing on a collection of algorithms and data structures on trees
- Explained concepts such as Minimum Spanning Trees, Binary Lifting and Lowest Common Ancestor, and Dynamic Programming on Trees
- Focused on explaining the intuition about the selected topics
- Learned how to format and draw diagrams and write equations in LaTeX

Dodging Game | *Python, Pygame* — Sep. 2020 - Feb. 2021

- Developed a game in Pygame where the player has to dodge waves of projectiles and lasers where the difficulty increases over time
- Used Python in Pycharm along with Git
- Used File I/O to save game states and high scores

Technical Skills

Languages: Java, Python, C++, HTML/CSS, LaTeX
Developer Tools: Git, Xcode, PyCharm, IntelliJ, CLion
Libraries: Pygame, NumPy, C++ Standard Template Library