

Liyu (Jade) Lin

liyu.brooklyn@gmail.com | Brooklyn, NY | liyu0966.github.io/portfolio | linkedin.com/in/liyu-lin

EDUCATION

Brooklyn College, City University of New York (CUNY)

BS, Computer Science, Mathematics Minor | GPA: 3.83/4.00

Brooklyn, NY

Expected Dec 2021

Relevant Coursework:

Data Structures, Discrete Structures and Algorithms, Database Systems, Operating Systems, Java, C++ Programming, Human-Computer Interaction, Multimedia Programming, Math Modeling & Simulation in R, Numerical Analysis

SKILLS

Programming: JavaScript, Java, HTML, CSS, C++, R, Python, Node.js

Technologies: Git/GitHub, Unix, Linux, React, H2 Database, MySQL, Wix, WordPress, SEO, Adobe Photoshop

Certifications: [JPMorgan Chase & Co. Software Engineering Virtual Experience Program with InsideSherpa \(Jun 2020\)](#)

Spoken Languages: Mandarin (Fluent), Teochew (Conversational)

PROJECTS

[Tranquility, CTP Cohort 7 Welcome Hackathon](#) (Best Front-end Award)

Aug 2021

- Built a web application in a team of 4 to give users the ability to use our application and get resources that would help the user find the solution
- Created a high-fidelity wireframe using Figma to plan out the design and functionality of the application
- Built the front-end with React and Material-UI, and the back end with Node.js, Supabase Database, Google-books API

Bobo Jump | [GitHub](#) | [Deployed App](#)

May 2021

- Created a web-based game application utilizing Unity 2D
- Developed the main gameplay, programmed main game logic, and made character assets movable using HTML, CSS and JavaScript

[Gaia, SBUHacks](#)

Sep 2020

- Built an iOS app in a team of 4 to save the world from the irreversible climate emergency that alters human existence
- Designed an initial mockup with Figma to translate the team's thoughts on design and functionality
- Built the front-end with Swift and SwiftUI, and a RESTful back-end with the H2 database, using Spring Boot to calculate the carbon footprint estimation

NYC Parks | [GitHub](#) | [Deployed App](#)

April 2020 – May 2020

- Collaborated, in a team of 3, to create a web-based application which supports users to find parks based on their preferences
- Developed the user interface using React to support web application

RELEVANT EXPERIENCES

CUNY Tech Prep

New York, NY

Fellow, Software Development

Jun 2021 – Present

- Learning in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD

EasyFind Co.

Arcadia, California

Web Developer Intern

Sep 2020 – Dec 2020

- Designed, programmed, developed, tested, and deployed the company website.
- Established estimates and timelines for specific applications/projects and assumed responsibility for results.
- Utilized object-oriented principles and design patterns to carry out web application tasks.
- Documented and version all work using Git version software.