

Leo Y Lin

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Education

University of British Columbia

2015 - 2020

B.Sc, Computer Science, Applied Music Technology

- Undergraduate Student Service Award 2020
- VP Communications at the Computer Science Student Society
- Dean's Honour List 2016

Work Experience

Guusto, Junior Web Developer

09/2020 - Present

Mobify (now part of Salesforce), Front End Engineer Co-op

09/2019 - 12/2019

- Improved front end performance and experience of e-commerce sites such as Shiseido and Mackage by debugging difficult and edge cases
- Developed a proof-of-concept for Golf Town using Mobify's platform and **React**
- Led the engineering effort in the redesign of the documentation site using **Gatsby**

BC Cancer, Full Stack Software Engineer Co-op

05/2019 - 08/2019

- Designed several micro applications used by hundreds of cancer researchers at BC Cancer with **Python** and **Vue.js**
- Created a database schema in **MySQL** to store patients' medical imaging information for the province of British Columbia

UBC Department of Psychology, Android Developer

09/2018 - 01/2020

- Developed technologies that supported more than two published research papers on renown science journals and institutions such as Elsevier and CIHR
- Remodelled survey abstraction to support branching for dynamic surveys on **Android** and implemented a back end using **Express** and **MongoDB** to receive the results

Guusto

01/2018 - 08/2018

Junior Web Developer

- Designed a link shortener to replace dependency on Google URL Shortener using **Java** with **Spring** and **MySQL**
- Devised an architecture for internationalization of the web app leading to successful entrance to U.S. and Quebec markets
- Standardized request making and response receiving of the Android application using **GSON** and **Volley**

Personal Projects

notionpress.xyz

- Developed a tool that publishes pages across Notion workspaces as a website

npm.tools

- Visualized package dependencies in the npm registry

SpaceGuy

- Developed a classic arcade-style mobile Android game using Android Studio