

Leo Y Lin

mdctleo@hotmail.com

+16046162009

5728 Berton Avenue, Vancouver, BC

Education

University of British Columbia Vancouver, BC Sept 2015 - Present
Computer Science Major / Applied Music Technology Minor

- Expected graduation: April 2020

Technical Skills

- Languages: Java, AngularJS, HTML, CSS, C, C++, PHP, Racket
 - Software: IntelliJ, Android Studio, Eclipse, Dr.Racket
 - Database: MySQL
-

Work Experience

Android Developer, UBC Social Health Lab Vancouver, Sep. 2018 - Present

- Assisted in the development of an Android app for psychology research
- Remodelled survey abstraction in Android app to support branching for dynamic surveys

Junior Web Developer, Guusto Vancouver, Jan. 2018 - Aug. 2018

- Developed new features such as splitting/combining gifts
- Designed a link shortener to replace dependency on Google link shortener
- Implemented existing features on web platform for the Android application
- Standardized request making and response receiving of the Android application
- Devised an architecture for internationalization of the web platform
- Analyzed stories supplied by users and debugged accordingly

Barista/Retail position, Doughgirls Bakeshop Vancouver Oct. 2014 - Nov. 2016

- Facilitated customer needs by preparing drinks and orders in a timely manner
- Resolved each individual customers' customization to their orders
- Maintained a clean and organized work area
- Collaborated with co-workers to address customer needs during rush hours

Projects (<https://github.com/mdctleo?tab=repositories>)

HappyBox (Personal/Group)

- Developed a user based website for people with depression at Lumohacks 2017

Leo Y Lin

- Conceptualized the idea of a community box where users retrieve/upload advices for combating depression
- Constructed functional MySQL database to support the storage of user information and advices
- Programmed with PHP, HTML, CSS/Bootstrap to construct an interactive dynamic website
- Directed the process of the entire project from scratch

SpaceGuy (Personal)

- Developed a classic arcade styled mobile android game using Android Studio
- Designed a game where users control a character to dodge incoming asteroids
- Applied object oriented Java programming skills with a MVC design pattern
- Illustrated graphics with Adobe photoshop and implemented them with a separate thread
- Compiled a functional, ready to download APK on Github

Buses “R” Us (Academic)

- Built an Android app that maps local bus lines and arrival time in Vancouver
- Programmed the backend that allowed users to retrieve stop information and bus lines through touchscreen
- Applied object oriented Java programming skills
- Constructed JUnit tests that ensure the functionality of model classes
- Coded a JSON parser to retrieve real-time bus arrival information from Translink

Extra-curricular and Interests

- Associate of the Royal Conservatory of Music in piano performance
- Bronze Cross certified swimmer
- UBC Kendo Club
- Adobe products, Photoshop, Premiere
- Audacity, Reaper
- Fluent in Mandarin and Shanghainese + beginner level French