

Matthew Lin

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EDUCATION

University of Texas at Austin

BS in Computer Science

Austin, TX

Expected graduation - May 2024

GPA: 3.93

Relevant Coursework: Data Structures, Discrete Mathematics, Computer Organization and Architecture, Principles of Computer Systems (Operating Systems)

EXPERIENCE

Nelnet

Software Engineer Intern

Remote

May 2022 - Present

- Developed **over 20** RESTful API endpoints using Node.js and deployed using AWS Lambda
- Accelerated Github workflow run speed by more than **70 percent** by optimizing backend unit and end-to-end tests to run in parallel
- Documented endpoints with the Open API standard via Swagger and used ESLint to standardize the codebase
- Built responsive web components using HTML, CSS, Javascript, and React based on UI design frames in Figma
- Migrated **300+** frontend tests from Enzyme to React Testing Library to match industry standards
- Participated in agile ceremonies including daily standups, weekly one-on-one meetings and biweekly sprints

PROJECTS

Guess the City

- Created fullstack web-based quiz game in which the player guesses cities based on pictures of their skylines
- Used BeautifulSoup to scrape hundreds of quiz questions and connected them to a database with CRUD functionality
- Designed and built using React and Redux on the frontend and Node.js, Express, and MongoDB on the backend; hosted using Heroku and Netlify
- Link: <https://guess-the-city.netlify.app/>

E-Commerce Product Recommender

- Made online shopping tool that scrapes Amazon for a specified product and lists the top results using a recommendation algorithm based on the user's personal preferences
- Wrote webscraping script with Selenium and built web app with Flask

Spotify Recapped

- Used Spotify Web API to display statistics about a user's most listened to artists, songs, and genres over various time frames
- Designed and built using a React frontend and Express backend with OAuth2 standard authorization
- Link: <https://spotify-recapped.netlify.app/>

TFT Roll Simulator

- Created online practice tool that simulates the rolling mechanic from Teamfight Tactics, a popular strategy game
- Built using HTML, CSS, and Javascript; accumulated over 100 users within first two weeks of release

Quizbowl Bonus Bot

- Built Discord bot that automatically pulls bonuses from a database of over 40,000 questions and reads them to the user, compiling detailed statistics on the user's performance over the session
- Developed using Java Discord API as a practice tool for scholastic quizbowl club; accumulated over 30 users in 3 different servers

SKILLS

- **Languages:** Javascript, HTML/CSS, Python, Java, C, Assembly
- **Frameworks and Libraries:** React, Express, Mongoose, Redux, Jest, Flask, Selenium, BeautifulSoup
- **Tools and Technologies:** Git, Command line, Node.js, ESLint, Lerna, MongoDB, AWS, Terraform, Heroku, Netlify, Anaconda, Jira, Confluence