

Nathan Lin

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EDUCATION

University of California, Los Angeles

Los Angeles, CA

Bachelor of Science in Engineering in Computer Science

March 2024

Cumulative GPA: 3.9/4.0, Dean's Honors List, Upsilon Pi Epsilon Honors Society

Coursework: Artificial Intelligence, Computer Networks, Programming Languages, Algorithms and Complexity, Operating Systems, Digital Systems, Software Construction, Computer Organization, Natural Language Processing

EXPERIENCE

Roblox

San Mateo, CA

Software Engineer Intern

June – September 2023

- Delivered drop-in, automated tool to close benchmark gaps within all Lua teams across Roblox platforms
- Adopted automated benchmark plugin, benchmark harness, and CI implementation using Python and Lua
- Aggregated code metrics for per-PR reports and blocked executions on predefined gates and requirements
- Enhanced and released new production versions of internal evaluation and performance tools within the largest Lua project at Roblox to benchmark key, performance-critical libraries and guarantee consistency

Indeed

Austin, TX

Software Engineer Intern

June – September 2022

- Created SRE-designed Service Catalog Kanban application that displays offered services in a searchable list
- Automated JIRA tickets to help Indeed teams improve consistency and efficiency when managing projects
- Migrated Service Catalog out of AUS datacenter to utilize Indeed's availability zones, using Terraform to configure Aurora clusters, Kiam to manage AWS account, and Kubernetes tool to test in QA and Production
- Managed Docker, Elasticsearch, MySQL, and Redis dependencies and optimized Elastic Cloud efficiencies
- Incorporated built-in GitLab CI/CD workflow to replace manual Jenkins build and deploy processes

Cisco

Milpitas, CA

Software Engineer Intern

June – September 2021

- Developed Media Quality Survey UI tool with Flask to collect data on Cisco Webex's video and audio quality
- Automatically generated Quality Survey webpage by addressing parsing challenges on Jenkins job server
- Designed dynamic website to collect user input on sound quality compared to preferred Webex sounds
- Reorganized database routing algorithm and decoupled Kibana dependencies and Elasticsearch issues to make subjective score data storage more secure with an improved functionality of input JSON files

ACTIVITIES/PROJECTS

LA Hacks, Technology Director

October 2021 – Present

- Organized largest collegiate hackathon in Southern California, with over 1,000 participants each year
- Deployed mailing, application, and live site of hackathon website and managed PostgreSQL database
- Led developer and design team to create three websites using HTML/SCSS/JavaScript, React, and Figma

Daily Bruin — Bruinwalk, Software Developer

October 2021 – January 2023

- Remodeled Bruinwalk site with 50,000 monthly users to review UCLA courses, professors, and apartments
- Designed dynamic search cards, dropdowns, and grade distributions using Django, Docker, and Javascript
- Created new full-stack component to automatically generate professor tags and course requirements

Retune, UCLA DevX Backend Engineer

October 2021 – January 2023

- Developed mobile app using Spotify API and Google Maps API that allows users to share music with nearby listeners and recommend popular songs in the area to help college students connect
- Maintained MongoDB and constructed Spotify endpoints and object schemas using Mongoose and Node.js
- Released MVP and responded to requests by updating location and recently played songs more consistently

SKILLS

Programming Languages: Python, C/C++, Go, Java, SQL, HTML, CSS/SCSS, JavaScript, Lisp, Prolog, Bash, Verilog

Frameworks/Tools: Git, Linux, Flask, Docker, Django, MongoDB, Mongoose, PostgreSQL, React, Node.js, Express