

Nathan Lin

Fremont, CA | nathanlin710@g.ucla.edu | (510) 246-9828

EDUCATION

University of California, Los Angeles

Los Angeles, CA

Bachelor of Science in Engineering in Computer Science

Expected Graduation: June 2024

Cumulative GPA: 3.97/4.0, Dean's Honors List

Coursework: Introduction to Algorithms and Complexity, Operating Systems Principles, Logic Design of Digital Systems, Software Construction, Introduction to Computer Organization, Differential Equations

EXPERIENCE

Cisco Systems Inc.

Milpitas, CA

Software Engineer/Technical Undergraduate Intern

June – September 2021

- Developed a Media Quality Survey user interface tool for subjective audio and video mean opinion score (MOS) using Python Flask and HTML/CSS/Javascript
- Revised parsing issues on daily Jenkins job to automatically generate Quality Survey webpage
- Implemented alternative local csv file in team's secure file server for subjective score data storage by decoupling Kibana dependencies and Elasticsearch issues
- Designed website to collect user input on sound quality compared to preferred Webex sounds
- Worked alongside sound quality team in Webex Media Processing and Call Control

Santa Clara University – Leavey School of Business

Santa Clara, CA

Data Analyst Intern

June – August 2020

- Integrated Naive Bayes classification algorithm and tokenization to increase accuracy of F1 score
- Collaborated in data analytics and information research projects with data analyst professor
- Created tweets spam/ham classifier using Python Pandas and Scikit-Learn libraries
- Split training/testing data and produced max. voting method using simple ensemble techniques
- Tested LogisticRegression and DecisionTreeClassifier method with VotingClassifier module

Cisco Systems Inc.

Milpitas, CA

Engineering Intern

July – August 2019

- Developed a Python-based application using Flow Specs protocol analyzing IOS telemetry data to interact with Cisco ISR routers
- Shadowed technical marketing engineer, learned of Cisco's product management and marketing
- Presented project application and networking concepts to local Cisco symposium

PROJECTS

BruinBook

- Designed social media site for UCLA students to share posts and interact with other users
- Displayed user data using React JS to make axios calls to communicate with Node.js backend
- Stored account details in backend cloud MongoDB instance and referenced for login and signup

Analyzing Real World Datasets with Data Science and Python

- Used descriptive statistics measures such as z-scores and standard deviation combined with Python libraries to efficiently sort and draw conclusions from large datasets
- Published research for Data Science and Big Data for Aspiring Scholar Directed Research Program

Wurd

- Built word editor and processor with builtin dictionary using C++ and file I/O
- Created user commands to move through text editor, save and load progress, and offer spelling suggestions to misspelled words

Ghost Racer Game

- Created single-player movement and shooting game with goal of avoiding obstacles and collecting rewards to advance levels
- Utilized C++ polymorphism and inheritance to generate multiple CPUs that interact with the racer

SKILLS

Technical: Python, C++/C, Java, HTML/CSS/Javascript, Git, Bash, Linux, Flask, React, Pandas, Numpy

Languages: English (native), Mandarin (proficient)