

Alvin Lin

Software Engineer

Highly-skilled software engineer with more than 4 years in software design, development, and integration. Extremely proficient with JavaScript and Python. Skilled at project management and team coordination.

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🌐 [www.github.com/omgimanerd](https://github.com/omgimanerd)

💻 <http://omgimanerd.tech>

Work Experience

02/2014 - Present

Queens, NY

Teacher/Mentor

RoboMindTech

STEM school and robotics education center

Tasks/Achievements

- Mentored First Lego League (FLL) and World Robot Olympiad (WRO) robotics teams.
- Created robotics education content for distribution in Singapore and Taiwan.
- Taught cryptography, web security, web design, game design, HTML, CSS, JavaScript, Java, Python, and Processing.

Contact: Dennis Chan - robomindtechresearch@gmail.com

06/2014 - 09/2015

Manhattan, NY

Software Engineer Intern

School Yourself, Inc

<https://schoolyourself.org>

Tasks/Achievements

- Developed interactive widgets using JavaScript and SVG for geometry curriculum consumed by over 55,000 people in more than 100 countries around the world.
- Integrated educational content with commercial Learning Management Systems by setting up an OAuth authentication protocol on a custom Python backend.

Contact: John Lee - jjl@google.com

02/2014 - 02/2015

Manhattan, NY

Vice President

Stuyvesant High School Robotics

FIRST Tech Challenge (FTC) Team 310

Tasks/Achievements

- Oversaw the programming of the robot, management of the team code base, and training of the new members.
- 2014: Won the FTC Think Award and PTC Design Award
- 2015: Won the Finalist Alliance Award, 3rd Place Inspire Award, PTC Design Award, and Winning Alliance Captain Award

Education

08/2016 - Present

Rochester, NY

Computer Science Major

Rochester Institute of Technology

09/2012 - 06/2016

Manhattan, NY

High School Diploma

Stuyvesant High School

Skills & Competences

Responsive Front-end Design

Back-end Design and Infrastructure

API Design and Usage

Database Management

Debugging and Problem Solving

Communication and Team Management

Project Deployment and Scaling

Robotic Design and Programming

Algorithms and Data Analysis

UI/UX Design

Achievements

World Robot Olympiad 2014

Won nationals and competed internationally in Sochi, Russia.

World Robot Olympiad 2015

Won nationals and competed internationally in Doha, Qatar.

PennApps XIII - Plaid Prize Award

Awarded for creating a 3D sword fighting game using a smartphone connected to a computer.

defhacks() 2015 - Best Game Award

Awarded for creating a multiplayer PvP tower defense game in 24 hours.

Big Red Hacks 2016 - Best UI/UX Design Award

Awarded for creating a polished sustainability-themed game in Unity.

Hack RPI 2016 - Best Video Game Award

Awarded for creating a multiplayer fighting game played using a smartphone connected to a computer.

Personal Projects

markov-music

- Procedurally generated music using first-order Markov chains.

nycurl

- News fetching application optimized for use in Terminal.
curl <http://nycurl.sytes.net>

Bouncy Square

- Published Android game available here: <https://goo.gl/AdgCSM>

Tank Anarchy

- Multiplayer tank battle game implemented using web sockets on top of a node.js backend. <http://tankanarchy.herokuapp.com>

Interests

Video Game Development | Amateur Rocketry | Robotics |
DIY/Wearable Electronics | Puzzle Solving | Music Composition