

# Alvin Lin

## Software Engineer

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## WORK EXPERIENCE

### Software Engineer Intern Google Inc

05/2018 – 05/2018

Mountain View, CA

- Migrated user data profiles from deprecated Gmail backend to streamline the Gmail Ads infrastructure and serving pipeline.
- Built a series of modular experiments to monitor revenue changes from migrating user profiles.
- Wrote a series of MapReduce jobs to help analyze and diff log output from the Gmail Ads stack for debugging.

Contact: Ali Beyad – abeyad@google.com

### Software Engineer Intern Google Inc

05/2017 – 08/2017

Mountain View, CA

- Implemented a separate authentication flow into Google Sign-In to support a wider range of Android devices.
- Redesigned parts of the Google Sign-In API to streamline developer integration.
- Fixed various concurrency bugs in the Google Sign-In codebase.

Contact: Isabella Chen – isachen@google.com

### Software Engineer Intern School Yourself Inc

06/2014 – 09/2015

Manhattan, NY

<https://schoolyourself.org>

- Developed interactive modular JavaScript widgets for geometry curriculum consumed by over 60,000 people in more than 100 countries around the world.
- Implemented the LTI OAuth protocol into the backend to allow external online learning platforms to embed SchoolYourself content.
- Wrote a comprehensive series of tests to validate the behavior and interactions between the user-facing modules.

Contact: John Lee – jjl@google.com

## EDUCATION

### Computer Science B.S. Rochester Institute of Technology

08/2016 – 12/2019

Rochester, NY

- Mathematics Minor

## PRIMARY LANGUAGES

C

HTML/CSS

JavaScript

Python

Java

C++

## PERSONAL PROJECTS

### docIt (01/2017 – 03/2017)

- Open source command line interface for DigitalOcean services.
- <https://github.com/omgimanerd/docIt>

### getnews.tech (06/2017 – 12/2019)

- Open source news fetching application for the command line.
- [curl http://getnews.tech](http://getnews.tech)

### Tank Anarchy (04/2015 – 12/2016)

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

## 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.

## INTERESTS

Video Game Development

Amateur Rocketry

Robotics

DIY/Wearable Electronics

Puzzle Solving

Music Composition