Alvin Lin

Software Engineer

Highly-skilled software engineer with more than 5 years in software design, development, and integration. Extremely proficient with JavaScript and Python. Skilled at project management and team coordination.

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WORK EXPERIENCE

Software Engineer Intern
Google Inc
05/2017 – 08/2017   *Mountain View, CA*

- Expanded Google's Sign-In and authentication services to support a wider range of devices.
- Wrote a comprehensive series of tests to verify and validate authentication behavior.

Contact: Isabella Chen – isachen@google.com

Teacher/Mentor
RoboMindTech
02/2014 – 08/2016   *Queens, NY*
STEM school and robotics education center

- 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

Software Engineer Intern
School Yourself Inc
06/2014 – 09/2015   *Manhattan, NY*
https://schoolyourself.org

- Developed interactive widgets using JavaScript and SVG for geometry curriculum consumed by over 60,000 people in more than 100 countries around the world.
- Integrated educational content into commercial online learning platforms by implementing the LTI OAuth protocol into the backend.

Contact: John Lee – jjl@google.com

EDUCATION

Computer Science Major
Rochester Institute of Technology
08/2016 – Present   *Rochester, NY*

SKILLS & COMPETENCES

Responsive Front-end Design

Backend Design and Infrastructure   API Design

Database Management   Algorithms and Data Analysis

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

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

nycurl
- Open source news fetching application for the command line.
- curl http://nycurl.sytes.net

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