RAYMOND LIN

Github: raymondlin1

EDUCATION

University of California, Los Angeles

Academic Major: Computer Science, BS   *Los Angeles, CA*
Cumulative GPA: 3.3

South San Francisco High School

Cumulative GPA (Unweighted): 4.27 (3.98)   *South San Francisco, CA*

SUMMARY OF SKILLS

- *Programming/Scripting Languages:* C++, C, Java, C#, Bash, Python
- *Other Computer Skills:* Linux, Git, XML, HTML/CSS
- *Relevant Coursework*: Introduction to Computer Science II - Data Structures and Algorithms, Introduction to Computer Organization, Software Construction Laboratory, Operating Systems

PROJECTS

Cracked   *Mar 2018*

Introduction to Computer Science II Project   *UCLA*
- Designed a program in C++ that finds possible decodings for a trivially encrypted message
- Implemented a translator class that contains a vector stack of mappings of characters
- Used stack and a recursive function that uses depth first search to find decodings

Nachenblaster   *Feb 2018*

Introduction to Computer Science II Project   *UCLA*
- Implemented a 2D Space-Invader style game in C++
- Designed header files that included classes for game objects and functions that define gameobject movements, collisions and behavior
- Implemented gameobject behavior by writing control statements inside an update function that is repeatedly called

PROFESSIONAL EXPERIENCE

Planetary Gaming

Unity Development Intern   *Los Angeles, CA*
- Helped develop 'NovaSnake', a 3D augmented reality, endless-runner game where the player collects orbs and avoids mines
- Wrote scripts in C#, controlling gameobject behavior, managing scene sequences, and updating player statistics

Bayer LifeScience iHUB

Summer Design and Research Intern   *Mountain View, CA*
- Designed a mobile app's user interface for an application that collects patient data
- Graphed large quantities of patient data using Tableau, a data visualization program