RAYMOND LIN

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Github: raymondlin1

EDUCATION

University of California, Los Angeles *Expected Graduation: Jun 2021*

Academic Major: Computer Science, BS *Los Angeles, CA*

Cumulative GPA: 3.3

South San Francisco High School *Graduated: 2017*

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

SUMMARY OF SKILLS

- *Computer Skills:* Linux, Bash, Git, XML, Coding in Java, C++, C
- *Relevant Coursework*: Introduction to Computer Science II - Data Structures and Algorithms, Introduction to Computer Organization, Software Construction Laboratory, Operating Systems
- *User Interface Design*: user need prioritization, wireframing (using Balsamiq), data visualization and transfer (using Tableau)

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

Bayer LifeScience iHUB *Jun 2016 - Aug 2016*

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

LEADERSHIP AND ACTIVITIES

FIRST Tech Challenge Robotics Club *Dec 2015 - May 2017*

Founder, President, Lead Programmer *South San Francisco High School*

- Chartered a robotics team, promoting STEM activities within the school and community
- Used MIT App Inventor, a snap-based programming interface, to implement robot movement, actions and behavior