RAYMOND LIN

Github: raymondlin1

EDUCATION

University of California, Los Angeles

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

SUMMARY OF SKILLS

- *Programming Languages:* C++, C, C#, Java, JavaScript, Python, Bash
- *Other Skills:* SQL, HTML/CSS, Linux, Git, Unity API, React.js
- *Relevant Coursework*: Data Structures and Algorithms, Computer Organization, Software Construction Laboratory, Operating Systems, Database Systems, Computer Network Fundamentals

PROFESSIONAL EXPERIENCE

Planetary Gaming

Unity Development Intern   *Los Angeles, CA*

- Helped develop 'NovaSnake', a 3D augmented reality, endless-runner game by writing C# scripts that manage gameobject behavior, scene sequences, and player statistics
- Implemented a rare orbs diary feature using persistent storage provided by the Unity API

PROJECTS

Cribbr

Personal Project

- Developing a React.js web application that allows users to manage housemate responsibilities, including laundry, groceries, chores etc...
- Implemented both front and backend of a message board feature and a calendar feature
- Used Cloud Firestore from Google's Firebase API to store and retrieve data from users

TuneSearch

Database Systems Project   *UCLA*

- Implemented the backend of a web application that searches a PostgreSQL database of songs for the best matching lyrics using their TF-IDF scores
- Wrote injection-protected SQL queries to acquire the desired search results
- Used materialized view to store intermediary results in cache and implement pagination

Cracked

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