

RAYMOND LIN

Github: <https://github.com/raymondlin1>

EDUCATION

University of California, Los Angeles

Academic Major: Computer Science, BS

Los Angeles, CA

Cumulative GPA: 3.3

PROFESSIONAL EXPERIENCE

Planetary Gaming

Unity Development Intern

Los Angeles, CA

- Collaborated with a small team and discussed design concepts in the development of 'NovaSnake', an augmented reality, endless-runner game
 - Wrote C# scripts that manage gameobject behavior, scene sequences, and player statistics
 - Utilized persistent storage provided by the Unity API and a dictionary data structure to implement a diary feature
-

PROJECTS

Cribbr

Personal Project

- Developing a React.js web application that allows users to manage housemate responsibilities, including laundry, groceries, chores
- Full-stack software development 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 in Python 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 views 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
 - Utilized object-oriented programming by implementing a translator class that contains a vector stack of mappings of characters
 - Used recursion, a stack, and a depth first search algorithm to find decodings
-

SUMMARY OF SKILLS

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