## CONTACTS

github.com/rseln

rose.lin@uwaterloo.ca

rseln.github.io

in linkedin.com/in/rseln

## LANGUAGES & TOOLS

Java PyGame
Python JavaFX
C++ Appium
HTML Selenium
CSS Salesforce
JavaScript Git

Google Cloud API Agile Methodology

## EDUCATION

## **Computer Engineering**

University of Waterloo 2024 Candidate for B.ASc.

## **Relevant Courses**

Algorithms and Data Structures Digital Computers

# INTERESTS

Programming Horror Movies Painting Video Games Cooking Longboarding Guitar/Ukulele Piano

#### ACHIEVEMENTS

- University of Waterloo
  President's Scholarship (2019)
- WLMAC Programming Gala, 2nd Place (2018)
- DECA Internationals, 7th Place (2017, 2018)

# **ROSE LIN**

Computer Engineering | University of Waterloo

# WORK EXPERIENCE

# **QA Analyst**

Newtopia Inc. | May 2020 - Aug 2020

- Developed new mobile and web automation frameworks using Selenium, Appium, and Java for crucial company platforms such as the registration portal and mobile app
- Created test scripts for Salesforce elements and APIs to increase the reliability and accuracy of company products by 95%
- Reduced functional, regression, and integration testing times by
   90% through test automation
- Led manual testing for a new internal platform that allowed company employees to organize meetings and access client data

## **PROJECTS**

## **Pinpoint**

Python, PyGame, Google Cloud Vision API

- Constructed an educational application that helps users identify various objects from photos
- Implemented with Python and Google Cloud Vision API with a Pygame based GUI

## Personal Website

HTML, CSS, JavaScript

- Created a personal website showcasing skills, interests, and projects
- Used HTML and CSS to create layout of the website with additional animations written in JavaScript

## Doodle

Java, JavaFX, Sockets

- Developed a peer-to-peer multiplayer game using client-server networking and sockets
- Employed JavaFX to create a GUI that featured a drawing pad, word bank, and a communication platform

# SuperShooter

Python, PyGame

- Developed a 2D-platform shooter/combat game in Python
- Utilized Pygame to create a dynamic, user friendly GUI that supported mouse/keyboard inputs and game animations

## EXTRACURRICULARS

# Don Mills Model United Nations | President

September 2016 - June 2019

 Handled all logistical elements--such as participant registration and committee training/organization for annual flagship Don Mills Model United Nations conference