# **Rui Lin**

Make / Code / Dream

Website: rlin.ca Email: hello@rlin.ca

Github: github.com/rui-lin

### **Experience**

Ultimate SOFTWARE

Jan '14 – Apr '14

Software Engineering Intern in Weston, FL.

Improved parsing, compilation, and user experience for a custom DSL. Created a cloud-enabled coding platform supporting over 200 users. Prototyped software tools for business in time sensitive situations.

gridcentric

Software Developer in Toronto, ON.

Apr '13 – Aug '13

Created cloud application demos using cutting edge virtualization technology. Redesigned Canary web dashboard.

Wrote unit and integration tests.

John Fraser Secondary School

Jan '11 – June '12

Founder/President of Computer Contest Club in Mississauga, ON.

Exposed students to problem solving techniques and algorithms. Led team to provincials, doubled club membership.

### **Education**

Waterloo & Wilfrid Laurier. Double Degree in Computer Science and Business. Graduating 2017.

## **Projects**

Undergraduate Human computer interaction and Research Assistant crowdsourcing tools for citizen science.

Rally Social app to bring nearby people closer

together. Created in 24h at HackTheNorth.

Maze Robot Autonomous robot. Working on smart maze

navigation using hybrid automata theory.

SnowStory Side scrolling RPG based on MapleStory.

Designed, coded in VB6 with GDI+.

### **Technical Skills**

**Implementation** 

C#, Python, C/C++, Java, VB6

Front-end

JavaScript, HTML, CSS

Back-end

Apache/PHP, Java Play, Django

Environment

Linux, Windows, Mac

#### Awards

Best Internal Tools Award, Ultimate Software Hackathon.

Gamification of part of the interview process. C#

Canada Bronze Medal, Senior Canadian Computing

Competition. Algorithms and problem solving. C++.

Metro Toronto Champion, Junior Canadian Computing Competition. Algorithms and problem solving. Java.

4<sup>th</sup> place, Google Ship Wars. AI programming competition. JavaScript.

René Descartes Scholarship, Waterloo. Excellence in national level computing competitions.