Benjamin Lin

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Website: https://softpotato.github.io/

Technical Skills

Languages Python, C++, JavaScript, Java, C#, SQL, Easy68k, and MATLAB.

Frameworks React, Flux, Node.js

Developer ToolsGit, GitHub, npm, Azure Devops, Unity

Databases MySQL

Education

BS in Computer Science, Mathematics

September 2018-June 2022

University of Washington Bothell

❖ GPA: 3.67

Dean's List: 2018–2021 Annual Dean's List

Projects

Database Design Tool

June 2021 - June 2022

- Built a web based relational database design tool in JavaScript using React, Node.js, Flux, Material UI, and Konvas
- Collaborated with the supervising professor to develop features and enhance the model to enable document conversion, user interactions, and syntax enforcement.
- Identified dozens of functional and nonfunctional features, and completed 37 functional features and counltess nonfunctional features...

Multiplayer Boss Battle

March 2022 - June 2022

- Created a boss battle multiplayer game in Unity using C# and a low level socket wrapper API to handle UDP and TCP packets.
- Improved boss battle mechanics through testing user performance and collecting feedback.

Urban Sound Audio Classification

September 2020 - December 2020

- Learned and implemented audio preprocessing techniques, machine learning models, and performance evaluation analysis using Python and sci-kit learn.
- Experimented with various different models and improved performance by 20% switching to boosting.

Related Course

- Database Systems
- Discrete Mathematics
- Matrix Algebra
- Data Structures & Algorithms
- Signal Computing

- Machine Learning
- 3D graphics
- Hardware and Computer Organization
- Operating Systems

Relevant Experience

Research Assistant, University of Washington Bothell

June 2020 - August 2020

- Developed web scrapers to collect public data off Instagram using a Python web crawler and formatted into Pandas and .csv files.
- Collaborated with fellow researchers to coordinate required information and weekly goals of the project.

Middle School Teaching Assistant, University of Washington Bothell

January 2020 - March 2020

- ❖ Lead a small classroom of students ages 9 to 13 through an interactive programming course in Scratch.
- ❖ Interacted and helped students one on one with guestions or issues.