

Sonia Lin

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Personal Portfolio: <https://sonialin144.github.io/Portfolio-v2/>

Education

University of Michigan - Ann Arbor College of Engineering
B.S.E. in Computer Science

Expected May 2025

Bronx High School of Science - Bronx, NY

Graduated Jun 2021

Projects

Cygnus

Jan 2023

- Built an interactive storytelling experience for the Looking Glass Portrait with Leap Motion controllers
- Developed several hand tracking features with Unity/C# including Ultraleap's Unity plugin
- Designed 2D background assets and 3D modeled goose asset

Milk

Dec 2022

- Designed and developed a customizable and immersive study/workspace app inspired by the vaporwave aesthetic using HTML/CSS/JS
- Utilized Three.js and Vue.js to handle 3D isometric models and to build interactive widgets

ARI Website

Nov 2022

- Redesigned and developed a static website for Alternative Reality Initiative using HTML/CSS/JS
 - Constructed fully responsive web pages to support mobile and tablet devices while keeping in mind accessibility concerns
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Experience

Alternate Reality Initiative - Programmer

Sep 2022 - Present

- Developing for an AR plant mindfulness mobile app using Unity and Niantic Lightship SDK
- Constructed basis of AR camera using hand tracking features and collision detection to improve user engagement

AiRPlay - Programmer

Dec 2022 - Present

- Developing for an inclusive, projected augmented reality game environment using a Unity and ROS2 bridge to expand accessibility for players with different mobile capabilities
- Improving current game design and building new games for the iGYM system while communicating with the design team to implement new features
- Optimizing player detection with OpenCV and ROS2 technologies

WolverineSoft - Programmer

Jan 2023 - Present

- Implementing enemy behavior and pathfinding for a 30+ student project team to develop and publish games with Unity/C#
 - Reporting and fixing bugs to improve feature implementation
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Skills

Relevant Coursework: Data Structures and Algorithms, Web Design Development and Accessibility, Intro to Computer Security, Digital Product Design, UI/UX Development, Human-Centered Software Development, Intro to VR

Programming Languages: Java, C#, C/C++, Python, HTML, CSS, JavaScript

Tools: Unity, Adobe Photoshop, Figma, Microsoft Office, Blender, Git, Jira