Sonia Lin

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Education

University of Michigan - Ann Arbor College of Engineering　　　　　　　　*Expected May 2025*
B.S.E. in Computer Science

Bronx High School of Science - Bronx, NY　　　　　　　　　　　　　　*Graduated Jun 2021*
GPA : 95.2

Projects

YUME - Game Development Student Team (Group of 3)　　　　　　　　　*Sep 2020 - Jun 2021*
- Designed and programmed games using Unity/C# and produced full-length project design documents, built custom 3D game assets with Blender
- Directed backend coding and UI/UX design
- **1) Treasure Hunt**
  - Developed simple 3D first-person game with AI enemy agents
  - Utilized lighting and environment to enhance player engagement
- **2) Adventures of Astro Boy**
  - Implemented BFS pathfinding algorithm and waypoints in 3D chase game simulation

SillyQL　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Mar 2022*
- Designed a program in C++ to emulate a basic relational database with an interface based on a subset of a standard query language
- Evaluated the runtime and storage tradeoffs for storing and accessing data contained in multiple data structures

Disease Prediction Model Using KNN and Decision Trees　　　　　　*Feb 2022 - April 2022*
- Implemented a tool to analyze a list of symptoms using model machine learning algorithms and output a diagnosis of 90% accuracy using Python and Google Colab
- Documented detailed progress reports and presented our results, analyses, limitations and resulting recommendations of our project

Envision - Mobile App Design　　　　　　　　　　　　　　　　　*Sep 2022 - Oct 2022*
- Constructed an interactive prototype for an internship/job searching application in Figma

Leadership

Journal of Biology - Creative Director & Managing Editor　　　　　　*Sep 2019 - Jun 2021*
- Led illustration for school biology journal publication
- Facilitated organization and outline of digital journal constructed on Canva
- Oversaw publication logistics and article editing

Starving Artists Society - Co-President　　　　　　　　　　　　　*Sep 2018 - Jun 2021*
- Directed weekly meetings with newly prepared presentations and art materials
- Managed promotions and collaborations between other schools and outside organizations
- Developed an end-of-year art book composing of works created by all club members

Activities

Alternate Reality Initiative - Member　　　　　　　　　　　　　*Sep 2022 - Present*
- Currently brainstorming ideas for cohort to develop AR/VR experiences in Unity

Skills

Relevant Coursework: Programming and Introduction to Data Structures, Data Structures and Algorithms, Intro to Computer Architecture, Web Design Development and Accessibility, Intro to Computer Security, Digital Product Design
Programming Languages: Java, C#, C/C++, Python, HTML, CSS, JavaScript, Julia
Software: Unity, Adobe Photoshop, Figma. Microsoft Office, Blender