

## Staas Lin

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### Education

#### Purdue University, West Lafayette, IN

Bachelor of Science

*Expected 2027*

Major: **Computer Science**

Major: **Applied Statistics**

#### Conestoga High School, Berwyn, PA

*2020 – 2024*

- GPA: Weighted: 5.02, Unweighted: 3.95
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**Languages:** Python, R, Java, C#, HTML5/CSS3, JS, PostgreSQL, XAML, Shell, MATLAB

**Frameworks:** Linux, Git, Flask, pandas, NumPy, .NET, VSCode

**Coursework:** Mobile App Development, Web Development, Introduction to OracleSQL, Object-Oriented Programming, Multivariable Calculus

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### Experience

Intern with WVU Family Medicine

November 2024 - Present

- Build interactive wellness algorithm based on Cognitive Behavioral Therapy techniques and mindfulness.
- Deploy on web to be used in a diverse semi-rural patient population, valuable in a location with limited access to mental health resources.

Volunteer Undergraduate Researcher – *Metskas Lab*

November 2024 - Present

- Perform data processing, documentation, and manipulation for studies on bacterial carboxysomes.
- Data visualization in Python and MATLAB.

Mathematics Tutor – *Lafayette Urban Ministry*

September 2024 - Present

- Teach students fundamentals of mathematics through personalized inquiry-based discovery.
  - Promote development of problem-solving abilities via real-world applications and concepts.
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### Projects

#### Mobile App for Guild Wars 2 Builds | .NET Xamarin Forms, C#, XAML, SQL *November – December 2023*

- Built an Android mobile application using Xamarin Forms for saving and editing character builds in Guild Wars 2, an MMORPG with over 16 million players.
- Produced a query search system sorting through character builds for quick and accurate data retrieval.
- Applied asynchronous functionality and SQL database processing to localize saves within the app. This substantially increased processing efficiency, optimizing performance by a more than twofold improvement.
- Utilized the implementation of MVVM (Model-View-ViewModel) architecture, enhancing project organization and significantly improving development efficiency and code maintainability across new versions.

#### Go Engine | Python, Flask, HTML/CSS/JS

*May 2023*

- Designed and developed a Python engine to run board games, complete with comprehensive scoring systems and player assignment.
  - Applied advanced heuristics to create a sophisticated influence mapping function for mid-game analysis.
  - Enhanced the engine's analytical capabilities by incorporating insights from research papers on graphing the influence of stones in incomplete positions, leading to more accurate and realistic game evaluations.
  - Ported to a responsive online web page using Flask and PythonAnywhere.
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### Volunteer Experience

#### English Teaching Volunteer Program

*Summer 2023*

*Sponsor: Overseas Community Affairs Council of The Executive Yuan of Taiwan*

- Completed 1 week of training for English teaching in Taipei.
- Taught English full-time to 26 middle schoolers at a rural school in Tainan.
- Developed academic lesson plans and activities for student engagement in collaboration with 3 local English teachers.