

# Steffi Lin

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## EDUCATION

### University of California, Berkeley

Berkeley, CA

*Bachelor of Arts in Computer Science, Minor in Data Science*

*Aug. 2021 – Expected May 2025*

**Relevant Courses:** Data Structures, Efficient Algorithms & Intractable Problems, Discrete Math & Probability, Designing Information Devices & Systems, Principles & Techniques of Data Science, Computer Architecture, Database Systems

## EXPERIENCE

### Mobile Development Intern

June 2023 – Aug. 2023

*Ai. Vocate*

- Collaborated with other interns to design and implement an AI chatbot app using SwiftUI in Xcode
- Implemented advanced functionalities within the app, such as integrating API calls, data storage using Firebase, and user authentication, enhancing the overall user experience
- Integrated an AI chatbot into the app providing users with personalized interactive experiences

### Vice President of Web Development

Jan. 2023 – Present

*EthiCAL Apparel*

*Berkeley, CA*

- Led, collaborated with, and communicated with team members to maintain online shop and organize website to improve customer experience and increase sales
- Constructed high fidelity prototypes using Figma and used HTML/CSS and Javascript to develop interactive website features and improve user experience

### Academic Intern (CS61B Data Structures)

Jan 2023 – May 2023

*EECS University of California, Berkeley*

*Berkeley, CA*

- Cooperated with other course staff to facilitate class labs and office hours
- Explained and taught programming concepts to improve understanding of other students
- Assisted 100+ students with debugging and code issues

## PROJECTS

### Task Tracker App | *Swift, SwiftUI, Xcode, Figma, JSON*

Sep. 2022 – Jan. 2023

- Developed an iOS application utilizing Swift to automate task prioritization based on due dates
- Designed a prototype using Figma and translated the design into code
- Implemented backend functionality and data persistence utilizing Swift and JSON

### Gitlet | *Java, Git*

Apr. 2022 – May 2022

- Utilized OOP to build a version control system from scratch that mimics the basic features of Git including: save files, entire directories, commit, view past commits, create branches, merge, etc.
- Created using a tree structure using Linked Lists and BFS, utilized serialization to store objects in files

### Ataxx Board Game | *Java, Git, JUnit*

Mar. 2022 – Apr. 2022

- Developed unit tests using JUnit to assist in testing
- Programmed an AI machine using minimax algorithm so that a player can play against an AI

## SKILLS

**Languages:** Java, Python, Swift, SwiftUI, SQL, HTML / CSS, C, RISC-V, JavaScript

**Programming Skills:** Data Structures, Object-Oriented Programming, Web Development in React, IOS App Development, Git, Github, Frontend / Backend Development, Databases

**Design:** UI/UX — Figma, Adobe XD, Adobe Illustrator, Procreate, Clip Studio Paint

**Spoken Languages:** English (native), Mandarin (advanced proficiency)