

Steffi Lin

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EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Computer Science, Minor in Data Science — GPA: 3.77

Aug. 2021 – Expected May 2025

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

EXPERIENCE

Ai.Vocate

June 2023 – August 2023

Software Engineer - Mobile Development Intern

- Owned and led the development of an AI chatbot app using Swift to pioneer AI technology in the legal space
- Implemented advanced functionalities within the app, such as integrating API calls, data storage using Firebase, & user authentication, enhancing user experience and providing users with personalized interactive experiences

EthiCAL Apparel

January 2023 – Present

Vice President of Web Development

Berkeley, CA

- Led and mentored 6 team members to maintain online shop and update website bimonthly to improve customer experience, increase sales, and promote products to 8000+ users
- Constructed high fidelity prototypes using Figma and used HTML/CSS and Javascript to develop interactive website features and improve user experience, increasing web traffic by 60%

EECS Department University of California, Berkeley

January 2023 – May 2023

Academic Intern (CS61B Data Structures)

Berkeley, CA

- Cooperated with other course staff to facilitate class labs and office hours of 100+ students
- Assisted students with mastering and reinforcing core data structure concepts (asymptotics, search/sort algorithms, trees, linked lists, hashmaps, etc.)

PROJECTS

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

Sep. 2022 – Jan. 2023

- Developed an iOS application utilizing Swift to automate task prioritization based on due dates to combat procrastination and facilitate user task optimization
- Designed a high-fidelity prototype using Figma and translated the design into code
- Implemented backend functionality and data persistence utilizing Swift and JSON to store user data for a more personalized user experience

Personal Website | *Figma, HTML, CSS, Javascript, React, Github*

Dec. 2022 – Present

- Implemented frontend UI using React, Javascript, CSS, and HTML
- Designed wireframing and components as part of high fidelity mockups in Figma
- Utilized Git and Github for version control

Gitlet | *Java, Git, Github*

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, Github, JUnit*

Mar. 2022 – Apr. 2022

- Built a board game in Java complete with an opposing AI that supports 2 players
- Developed unit tests using JUnit to assist in testing
- Implemented AI using alpha-beta pruning and minimax algorithm designed to win against a player in a certain number of moves

SKILLS

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

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

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

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