Steffi Lin

Software Engineering Student at UC Berkeley, Bay Area, CA
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EDUCATION

University of California, Berkeley—CA | Expected MAY 2025
Computer Science, Data Science @ College of Letters & Science | GPA: 3.77
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 Application Development Intern, Ai.Vocate
JUN 2023 - AUG 2023
- 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, and user authentication, enhancing the overall user experience
- Integrated an AI chatbot into the app providing users with personalized interactive experiences

VP of Web Development, EthiCAL Apparel
MAY 2023 - PRESENT
- 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), UC Berkeley EECS - *Part-Time*
JAN 2023 - MAY 2023
- Cooperated with other course staff to facilitate class labs and office hours
- Explained and taught programming concepts to improve understanding of other students
- Assisted students with debugging and code issues

PROJECTS

Personal Website - *Web Development*
DEC 2022 - PRESENT
- Implemented frontend UI using React.js, Javascript, CSS, and HTML
- Designed wireframing and components as part of high fidelity mockups in Figma
- Utilized Git and Github for version control

Task Tracker App - *Full stack mobile app*
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
APR 2022 - APR 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
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

Programming Languages - Java, Python, Swift, SwiftUI, SQL, HTML5 / CSS, C, RISC-V, Pandas
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)