Steffi Lin

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EDUCATION

University of California, Berkeley   Berkeley, CA
Bachelor of Arts in Computer Science, Minor in Data Science — GPA: 3.78   *Expected Graduation: May 2025*
Courses: Data Structures, Efficient Algorithms & Intractable Problems, Discrete Math & Probability, Principles & Techniques of Data Science, Computer Architecture, Database Systems, Computer Security, Intro to Artificial Intelligence

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, such as integrating OpenAI 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 ecommerce website 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*
- Facilitated class labs and office hours for 100+ students by successfully tackling problems for 20+ students
- Guided students with mastering and reinforcing core data structure concepts through weekly instruction

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 frontend 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.js, 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 test code and ensure full functionality
- 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
Programming Skills: Data Structures, Object-Oriented Programming, Web Development in React, IOS App Development, Git, Github, Frontend / Backend Development, Databases, React.js, Mobile Development
Design: UI/UX, Figma, Adobe XD, Adobe Illustrator, Procreate, Clip Studio Paint, MS Word/Excel/Powerpoint