Steffi Lin

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EDUCATION

University of California, Berkeley <div align="right">Berkeley, CA</div>

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

eGolf.ai | *App Development Consultant* <div align="right">Jun 2024 – Present</div>
- Utilized GPS data from APIs in conjunction with live user data to render golf course maps, providing accurate distance and location information, enhancing the app's functionality for users
- Implemented lazy loading to optimize app performance and usability on watchOS, reducing lag and increasing app responsiveness by rendering only the necessary data at a given time
- Collected user club and swing data to provide an automatic swing and course assistance experience to users
- Incorporated custom UI components and animations to create intuitive and engaging user interfaces

Ai.Vocate | *Software Engineer - Mobile Development Intern* <div align="right">Jun 2023 – Aug 2023</div>
- 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 | *Vice President of Web Development* <div align="right">Jan 2023 – May 2024</div>
- 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 UC, Berkeley | *Academic Intern (CS61B Data Structures)* <div align="right">Jan 2023 – May 2023</div>
- 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* <div align="right">Sep. 2022 – Jan. 2023</div>
- 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* <div align="right">Dec. 2022 – Present</div>
- Implemented frontend UI using React.js, JavaScript, CSS, and HTML, creating a responsive website from scratch
- Designed wireframing and components as part of high fidelity mockups in Figma

Gitlet | *Java, Git, Github* <div align="right">Apr. 2022 – May 2022</div>
- 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* <div align="right">Mar. 2022 – Apr. 2022</div>
- Built a board game in Java complete with an opposing AI using alpha-beta pruning and minimax algorithm, designed to win against a player in a certain number of moves
- Developed unit tests using JUnit to test code and ensure full functionality

SKILLS

Languages: Java, Python, Swift, SwiftUI, SQL, HTML / CSS, C, RISC-V, JavaScript, Go
Programming Skills: REST APIs, Web Development in React, IOS App Development, Frontend / Backend Development, Databases, React.js, Mobile Development, Data Structures, Object-Oriented Programming, Git, Github
Design: UI/UX, Figma, Adobe XD, Adobe Illustrator, Procreate, Clip Studio Paint, MS Word/Excel/Powerpoint