Steffi Lin

925-549-7879 | steffilin@berkeley.edu | linkedin.com/in/steffilin | steffilin.github.io | github.com/steffilin

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 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
- Designed a high-fidelity prototype using Figma and translated the design into code
- Implemented backend functionality and data persistence utilizing Swift and JSON

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
- Implmented 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
Design: UI/UX, Figma, Adobe XD, Adobe Illustrator, Procreate, Clip Studio Paint
Spoken Languages: English (native), Mandarin (advanced proficiency)