

THOMAS LIN

Phone: (718)-496-6735

Email: thomas.lin@nyu.edu

EXPERIENCE

WalkThru

Software Engineer Intern

New York City, NY

Jan 2019 – Present

- Designed help center page using React.js for a self-service support web app to redirect users to appropriate assistance platforms
- Created data information page using React.js which tracks and measures the frequency and effectiveness of the app's features
- Modernized the front end by revamping the HTML and CSS of web components to maintain a clean and sophisticated look

Bank of the West, BNP Paribas

Software Developer Intern

SF Bay Area, CA

May – Aug 2018

- Spearheaded the development for a data field mapping tool between HP Application Lifecycle Management software and Jira
- Aided in leading the automation of test scripts for a new web application handling loans and financial requests up to \$100,000
- Actively engaged in an Agile/SCRUM work environment and advanced knowledge of Java and Selenium usage and application

EDUCATION

New York University, Courant Institute of Mathematical Sciences

Bachelor's degree in Computer Science

New York City, NY

Expected May 2021

- GPA: 3.6/4.0
- Tech@NYU organization participant, BUGS: NYU Open Source member, Blockchain Lab at NYU member
- Relevant Coursework: Data Structures, Algorithms, Web Development, Computer Systems Organization, Web Design, Discrete Mathematics, Linear Algebra

Stuyvesant High School

Advanced Regents/Stuyvesant Endorsed Diploma

New York City, NY

Sep 2013 – Jun 2017

PROJECTS

Stardew Helper Tool

Node.js, HTML, CSS

- Created a web application that keeps track of item data for the popular game Stardew Valley with CheerioJS and Puppeteer
- Takes user input to narrow search options, and gives the option to request further data about specific item
- Learned how to set up a web server and POST routes, as well as web scrape by using Node.js modules and libraries

osu! Web Scraper Tool

Java, HTML, CSS

- Coded in Java by implementing ArrayList for the widely played online game osu!, using Selenium and Jsoup Java library
- Fetches and scrapes the game's main site to display the top 5 most played songs along with creator, author, and number of plays
- Program prompts and takes user input to search for more information about the song and creator
- Learned how to automate browsers, retrieve data from a webpage, store this information, and use it when necessary

Algorithms Visualizer

Java, Processing

- Implemented an interactive visualizer with UI in Processing IDE to display various sorting algorithms using ArrayList as storage
- Designed button objects that allow for selection and navigation between each step of the algorithm
- Data backtracking to visit previous steps done quickly through usage of nested ArrayLists

Tetris Clone

Java, Processing

- Recreated Tetris by implementing Queue data structures for interaction, usability, and accessibility of tetromino game Objects
- Utilized 2 dimensional arrays for the construction of playing grid and the formation of shapes
- Runs in Processing with interactive user interface for gameplay

Military Simulator

Java

- Implemented a military simulator to be run and played in Terminal by typing user inputs
- Reads .txt files for pre-set scenarios and Object-oriented to include various military units to be used in the simulator
- Applied knowledge of Object-oriented programming concepts such as super/subclasses, inheritance, and polymorphism

SKILLS AND LANGUAGES

Technical: Proficient in **Java**; Working knowledge of **Python, C#, Node.js, React.js, Processing, HTML, CSS, JavaScript, jQuery**

Tools: Git, Eclipse, Emacs, Jira, ALM Quality Center

Languages: Fluent in English and Mandarin Chinese