

Tyler H. Lin

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Education

Georgia Institute of Technology | Atlanta, GA

Aug. 2021 – May 2024

Bachelor of Science in Computer Science

GPA 4.00

- **Coursework:** Data Structures and Algorithms, Computer Organization and Programming, Design and Analysis of Algorithms, Objects and Design, Systems and Networks, Computer Graphics, Database Systems

Experience

Georgia Tech Professional Education | Atlanta, GA

Jan. 2022 – Present

Application Development Student Assistant

- Migrate terabytes of data from file shares to Microsoft SharePoint libraries/lists using Bash and PowerShell
- Developed an app to expedite employee ramp-up by presenting onboarding checklists to employees and team progress to managers while integrating permissions/tasks with Office/Outlook using Microsoft Power Fx

MathWorks | Natick, MA

May 2022 – Aug. 2022

Software Engineering Intern

- Instrumented the ThingSpeak IoT analytics platform with Prometheus metrics to observe 30+ million API requests/day and generated 10+ Grafana visualizations using PromQL queries to reveal excess request trends
- Conceived, implemented, and tested design changes for a Rails API controller action that handles 300+ requests/sec., resulting in a 40% increase in max throughput and 70% decreases in p99 and max latencies

The Johns Hopkins University Applied Physics Laboratory | Laurel, MD

Sep. 2019 – Aug. 2021

Software Engineering Intern

- Engineered a PoC patient medical record database with a Bootstrap UI backed by a Hyperledger Fabric distributed ledger using Java contracts to assess blockchain as a basis for interoperable health records

Projects

Yellow Jackets Basketball Performance Intelligence Platform | *React, Node.js, Express.js* 2023 – Present

- Dynamic dashboard made for Georgia Tech men's basketball coaches that aggregates and visualizes athlete-specific performance metrics from drills and games to help optimize player conditioning and health
- Reads real-time data from Kinexon sensors via an Express.js API to display in custom React visualizations

Attendance for Google Meet™ | *JavaScript, HTML, CSS*

2020 – Present

- Open-source Google Chrome extension with over 35,000 users from more than 100 countries that automates attendance tracking in Google Meets by proxying internal participant data handlers using JavaScript
- Integrates an accessible Material Design UI into the Meet layout that enables users to view and sort attendance, create and edit class rosters, and export organized logs to Google Sheets using the Sheets API
- Awarded a Featured badge by the Google Chrome Web Store team for "follow[ing] [their] technical best practices and meet[ing] a high standard of user experience and design"

The Puzzled Cube | *Java, Node.js, Express.js, SQLite*

2021

- Puzzle platformer video game made using Java Swing that features 24 levels of increasing complexity, 3 unique power-ups, custom graphics, and a global leaderboard backed by an Express.js API and SQLite database
- Won the 2021 Maryland FBLA Computer Game and Simulation Programming Competition

Skills

Languages: JavaScript (ES12), HTML, CSS, Java, Ruby, Python, SQL, Bash, PowerShell, SQL, C#, L^AT_EX

Tools: Git, Node.js, Next.js, React, Ruby on Rails, Docker, Linux, Splunk, Prometheus, Unity, Raspberry Pi

Concepts: Object-Oriented Programming, Functional Programming, TDD, CI/CD, MVC, HTTP, REST, Agile