Vanessa **Lin**

(925)-487-2398 | valin@berkeley.edu | valin1 | valin1

Education

University of California, Berkeley *Berkeley, CA*

B.A. Computer Science, B.A. Applied Math ‖ Cumulative GPA: 3.72/4.00 ‖ UPE: CS Honors Society, EECS Honors Program *August 2017 - May 2021*

- Completed Coursework: Data Structures, Machine Structures, Algorithms, Database Systems, Discrete Mathematics and Probability, Artificial Intelligence, Designing Information Devices and Systems, Introduction to Entrepreneurship, Multivariable Calculus, Linear Algebra

Experience

Google *Cambridge, MA*

Engineering Practicum Intern *May 2019 - August 2019*

- Developed a hotel cancellation feature in which 1M+ users will be able to use for Book on Google, which is a platform that facilitates hotel booking on Google without breaking the search flow
- Facilitated the process of hotel cancellation for users by constructing a server to manage the transfer of information between a user's cancellation request to cancelling the actual booking through partner APIs, using Java and Google Web Server
- Designed and implemented the frontend of hotel cancellation using Javascript and Soy templates

RISELab: Real-time Intelligent Secure Explainable *Berkeley, CA*

Undergraduate Researcher | Electrical Engineering and Computer Science Dept *February 2018 - Present*

- Worked on the E-mission project with Professor Randy Katz and K.Shankari, PhD candidate
- Designed and implemented a study that promotes sustainable transportation habits around the campus and the city and looks at normative behavioral patterns
- Recruiting a dataset of approximately 30 people to participate in the study as a pilot and currently working with other organizations to conduct a larger study

Sandia National Laboratories *Livermore, CA*

Software Developer Intern *June 2018 - January 2019*

- ***Capabilities Development Framework*** (a Web GIS App):
- Added capabilities to the app for the Department of Homeland Security, using OpenLayers, GeoServer, PostgreSQL, JavaScript, and PHP
- Developed a Python script that generated HTML forms from GIFT (General Import Format Template) formatted files
- Implemented shell scripts to convert 100+ files in DokuWiki syntax to HTML
- Incorporated live data-streaming with temperature data, using OpenWeatherMap's API
- ***Project on Nuclear Gaming***:
- Developed a data collection web application for the game SIGNAL (https://pong.berkeley.edu/e-game/) for proctors to input data collected from board game rounds
- Built interactive web application using React and MongoDB that keeps track of cards that users have selected and the currency of each player
- Used to record data of 15 games (45 players) to facilitate analysis of understanding nuclear deterrence and conflict escalation

Projects

Gitlet

Private Repository *December 2017*

- Built a mini version of Git, the version control system, through Java and implemented commands, such as add, commit, merge, and etc.
- Able to add and remove files and save those files as blobs in the Gitlet-initialized repository

Parkmark

github.com/valin1/live-scroll-view *March 2018*

- Developed a heat-map based application to provide real-time traffic for places like parking spaces and restaurants using Google Map's API

OmniTraffic

github.com/sarahisyoung/Omni-Traffic *November 2018*

- Collaborated in a team of 4 students for CalHacks 5.0
- Used OmniSci's Cloud Analytics to find times of frequent traffic in various public transportation routes, with Uber Movement Data
- Visualizes data analytics using the WebGl-powered framework, deck.gl

Skills and Qualifications

Languages/Technologies

Python, Java, C, SQL, JavaScript, HTML, PHP, Git, Unity, Android Studio, OpenLayers