

Raquel Lin

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OBJECTIVE

To utilize my knowledge and abilities in computer science to improve the user experience with the company as well as build on my own skills by working collaboratively with the team

TECHNICAL SKILLS

Software	· Latex	· Ida Pro
	· Bash Terminal (Linux)	· Object Oriented Programming
	· Git/GitHub	· Unity
Languages	· C / C# / C++	· TCL
	· Python	· SQL
	· HTML/CSS	
Relevant Classes	· Logic Design	· Computer Networks
	· Data Structures and Algorithms	· Database Management
	· Cybersecurity	· Automata and Formal Language
	· Operating Systems	· Design and Architecture of Computer Systems
	· Embedded Systems	

EXPERIENCE

Intern, Western Digital	Start: May 2020
· Optimized testing code for testing team by implementing relevant API	End: Sept. 2020
· Sped up deployment of projects by providing support where needed	Start: June 2021 End: Sept. 2021
· Cooperatively worked on multiple projects with assigned mentor	
· Refactored trunk code in order to enable better sustainability for company	
· Experienced scrum as part of the team	

Assistant, Optec	Start: May 2018
· Provided administrative assistance to the team by maintaining records	End: Sept. 2018
· Updated survey system to increase productivity	
· Lightened support team workload by managing incoming calls and redirecting them to the appropriate responder	
· Interacted with customers professionally by phone and email in order to assist with technical issues	

EDUCATION

Bachelor of Science, Computer Science	August 2018 – Present
· University of California, Riverside	Graduating June 2022 Cumulative GPA: 3.2

PROJECTS

Haunted House Puzzle Experience	<p>Created stylized haunted house puzzle solving and adventure game using unity for Virtual Reality class. Used Unity Store assets for graphics, created own logic and algorithms for the game. Said logic includes item interaction and basic object physics among other game mechanics.</p> <p>Full project found at: https://github.com/whistlerat/CS135_Final-Project</p>
xv6 Operating System Manipulation	<p>Used open source "xv6" operating system as a base for learning how to manipulate operating systems as a base for learning how to manipulate operating systems. Made adjustments such as changing the type of system scheduler and reorganizing the memory layout of the operating system itself.</p> <p>Full project found at: https://github.com/whistlerat/xv6</p>
Password Crack using md5 Hash	<p>Created a program to crack passwords hashed with md5 through brute force. Written in C and uses OpenSSL library to brute force password hashes.</p> <p>Full project found at: https://github.com/whistlerat/CS165Lab1</p>
CS166 Database Schema	<p>Created a database schema based on a series of requirements provided by the university. Implemented using SQL. Assumptions were made about each specific request in on order to create a schema that execute specific coin testing methodology.</p> <p>Full Project found at: https://github.com/whistlerat/CS166.git</p>

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