

WILLIAM LIN

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EDUCATION

University of Chicago

Computer Science (B.S), Philosophy (Minor) | GPA: 3.8

Chicago, IL

Sept 2020 - Jun 2024

Relevant Coursework: Computer Systems, Theory of Algorithms, Database Systems, Cryptography, Linear Algebra, Human Computer Interaction, Discrete Math, Honors Intro to Comp Sci, Statistical Methods and Applications

Stuyvesant High School

Stuyvesant Diploma | GPA: 93.97

New York, NY

Sept 2016 - Jun 2020

PROFESSIONAL EXPERIENCE

Haylon Technologies

Software Engineer

Chicago, IL

Jan 2023 - Present

- Spearheaded a React web app to create, run, and display various battery simulations through API calls
- (Expected) Will implement a back-end battery simulation platform in Python to generate electric current data and emulate a battery management system

Major League Hacking

Production Engineering Fellow (powered by Meta)

New York, NY (Remote)

May 2022 - Aug 2022

- Created an open-source personal portfolio website template with 500+ lines of code, containing both frontend and backend components such as Python, Flask, Javascript, Jinja, MySQL, Nginx, and unittest
 - Automated testing and deployment workflows using CI/CD through Github Actions to increase efficiency by 80%
 - Set up system and container monitoring, alerting, and visualization using Prometheus and Grafana
 - Completed 12 weeks of structured curriculum-based learning covering core Production Engineering topics, supplemented with over 20 events / workshops hosted by industry experts
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PROJECTS

React Portfolio Website (2022) | *React JS/Javascript, HTML, CSS* | williamlin-02.github.io/react-portfolio-website/

- Developed and hosted a frontend portfolio site using 1000+ lines of code to showcase my skills and experiences

Terminal Shell (2021) | *C*

- Developed a terminal shell from scratch with the ability to execute 100% of basic built-in bash commands
- Implemented sophisticated command-line parsing, advanced redirection, and functionality to execute batch files

COVID-19 Tracker (2020) | *Python, Javascript*

- Developed a flask web app to help monitor the confirmed cases, deaths, and recoveries related to COVID-19
- Implemented the COVID-19 API to visually display the stats with javascript libraries such as d3 and svg

Battleship (2020) | *C*

- Developed a replica of the classic game battleship based in the terminal shell through 800+ lines of code
 - Implemented networking with servers to allow real-time two-player turn-based gaming
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TECHNICAL SKILLS

- Programming Languages: Python, C, C#, Rust, React JS/Javascript, Java, HTML/CSS, Bash
 - Frameworks/Tools: MySQL, SQL, Docker, Git, Flask, Bootstrap, Jinja, Github Actions (CI/CD), Unity, Grafana
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LEADERSHIP & ACTIVITIES

EX Crew

Director of Community Outreach & Dance Liaison, Dance Choreographer

Chicago, IL

Sept 2021 - Present

- Directed and produced original choreo for a team of 40, winning 3rd place in an on-campus dance competition
- Initiated contact and communications with 5+ professional dancers in Chicago quarterly to teach workshops