Xinkai Lin

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EDUCATION

University at Buffalo, The state University of New York   May 2019

Bachelor of Science in Computer Science   GPA: 3.49/4.0

SKILLS

Programming Skills : Java, Python, C/C++, MySQL, HTML, CSS, JavaScript, Vue, Electron

Programs : Microsoft Office, Eclipse, Version Control(Git), Unity

Language : Fluent in Mandarin Chinese

PROFESSIONAL EXPERIENCE

Web Applications for Movies – MySQL, EC2, Apache Tomcat, Bootstrap, jQuery, JBDC   Nov 2018 – Jan 2019

- Launched a free Amazon Web Services EC2 instance and setup MySQL and Apache Tomcat
- Created a MySQL Database with several tables for the movie list and its information, and insert preparatory movie data into the table
- Built the movie website which contains a login and main page with capacity of searching and browsing used HTML, CSS, JavaScript and imports Bootstrap and jQuery
- Created Java Servlet which handles the login request and movie information request from frontend and returns the result in the JSON format

Parking Assistant – Realtime Embed System, Arduino Adafruit METRO M0 Express   Sep 2018 – Dec 2018

- Implement four ultrasonic sensors to calculated the distances between two cars and used it as references to find out a best routine for parallel parking
- Equipped one red LED and one buzzer as part of the alarm system and activated if the distance of the object car is too close
- Implemented a Liquid Crystal Display for giving instructions on how to parked the car in parallel parking

Geek Fantasy(2D Unity Game) – Unity, C#, AI   Jan 2018 – Mar 2018

- Created a Two-dimensional Role Play Game by Unity included one player and approximately thirty enemy's game objects in eight different play scenes
- Implemented players movement and attack script written by C#, so that player is able to control the character to move in four directions and attack enemy in their desire
- Implemented enemys AI script included enemys automatic tracing and attack ability, enemy would automatically trace and attacked player when their distance is within certain range
- Applied collision to all game objects, so that they are able to detected the intersection of two or more objects

Interpreter – SML, Python   Jan 2018 – Mar 2018

- Built an interpreter which is able to read and perform instructions from input file and return the result into the output file in both Python and SML
- Implemented basic computations as well as adding support for immutable variables and structures for expressing scope, finally perform function call

Escape-time Fractals – Eclipse, Java   Jan 2017 – Mar 2017

- Created four Escape-time Fractals by designed a GUI and implemented an algorithm to calculated the formulas used Java in Eclipse
- Implement functions included zoom-in, resized fractal panels, drop down menu with multiple different options
- Collaborated with other three undergraduates' students in minimum of two meeting per week throughout the semester

RESEARCH EXPERIENCE

Buffalo Botanical Garden (Research Assistant) – Visual Studio, HTML   Jan 2018 – Mar 2018

- Categorized two list of elements into four separate groups of fields
- Redesigned the structure by centered all the information, displayed in full screen mode and changed background color to beautify the edit page