

Eve Lin

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EDUCATION

University at Buffalo, The State University of New York

Buffalo, NY

Bachelor of Science in Computer Science, GPA: 3.7/4.0, Dean's List

August 2021 – May 2025

Relevant Coursework: Systems Programming, Data Structures and Algorithms, Discrete Structures, Artificial Intelligence, Mathematics, Software Engineering with Agile Methodologies, Introduction to Computer Systems Administration

SKILLS

Collaboration: Agile Methodologies, Git Version Control, Kanban Board

Languages: Python, Java, JavaScript, C, PHP, OCaml

Databases: MongoDB, MySQL

Web Technologies and UX/UI: HTML/CSS, Flask (Framework), Docker, PyQt, NodeJS, React, Figma, Canva

Other Development Tools: GDB, GCov, Unit Testing, Jupyter, EdaPlayground, Linux, Microsoft Office

PROJECTS

Notetaking App: Web Application for Task Management

- Collaborated with a team of 5 students to use JavaScript, Python, PHP, and MySQL to support front-end and back-end functionality, user authentication, cookies, and secure database storage.
- Developed features end-to-end for note-taking, task management, and calendar integration to enhance user productivity.

Blogging App: Web Application for Blog Posts

- Collaborated with a team of 4 students to use JavaScript, Python Flask, Socket, MongoDB and Docker to support full-stack functionality, user interactions, and HTTPS.
- Developed features for media uploads, like count, Spotify API, and online user list to enhance user interactions.

Algorithm Complexities: Equitable Bandwidth Distribution

- Collaborated with a team of 3 students to utilize Breadth-First Search (BFS) and Dijkstra's pathfinding to create a bandwidth distribution model.
- Examined case studies related to internet unfairness and developed an algorithm for equitable bandwidth distribution in simulated environments.

Dog Breed Identifier: Machine Learning

- Collaborated with a team of 3 students to utilize Convolutional Neural Network and VGG-16 network to create a dog breed classifier.
- A foundational system built with an AI model, a PyQt-based GUI for an easy user interface, and a data pipeline to transform images and display results from analytics.

WORK EXPERIENCE

Department of Computer Science and Engineering

University at Buffalo, New York

Undergraduate Teaching Assistant

August 2022 – Present

- Prepare training materials and conduct weekly coding lessons for over 100 students.
- Hold weekly office hours for code review on Java and Python programming modules to over 30 students.
- Supervise students as an exam proctor and direct necessary testing instructions.

School of Engineering and Applied Sciences

University at Buffalo, New York

Dean's Office Student Assistant

February 2023 – Present

- Collaborate with a team of 10 students to assist the Dean to ensure events run smoothly.
- Undertake leadership in organizing and dismantling conferences and meetings of 30-50 individuals.
- Communicate professionally to cultivate positive relationships to uphold the school's reputation.

Infinity Educational Programs, Inc.

Brooklyn, New York

Web Development and Graphic Design Intern

July 2024 – August 2024

- Utilized Canva for graphic production to visualize digital marketing for social media and web pages.
- Implemented interactive features using HTML and CSS ensuring compliance with assistive technologies.
- Presented in weekly team meetings to discuss project management and development ideas.

LEADERSHIP EXPERIENCE

Fujianese Student Association

University at Buffalo, New York

Performance Chair

August 2023 – January 2024

- Coordinated room booking process and delivered dance workshops for over 20 people.
- Designed flyers for multipurpose social media marketing of the association and dance team.