

Yushan Lin

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EDUCATION

UNIVERSITY OF TORONTO

BSC IN COMPUTER SCIENCE: THIRD YEAR

2014-Present | Toronto, ON

MILLIKEN MILLS HIGH SCHOOL

2010-2014 | Markham, ON

SKILLS

PROGRAMMING

Expert

Java • Python

Proficient

C • CSS • Verilog • HTML

• Subversion • Git

Familiar

Unity • C#

COURSEWORK

Software Tools and Systems

Programming (CSC209)

Computer Organization (CSC258)

Data Structures and Analysis
(CSC263)

Introduction to Software Engineering

- In progress (CSC301)

Operating Systems - In
progress(CSC369)

AWARDS

2015 Dean's List

2014 President's Entrance
Scholarship

EXTRACURRICULAR

Department of Computer Science

Ambassador Oct 2016 - Present

Promoting and answering questions
about the computer science
department and helping out with
department of computer science
events.

Iron Dragons Engineering Dragonboat

Team Sept 2015 - Present

Regular weekly attendance at
practices, while training outside of
practice as well. Developed strong
teamwork skills.

EXPERIENCE

UNIVERSITY OF TORONTO - DEPARTMENT OF COMPUTER SCIENCE | COMPUTER SCIENCE COMPUTING SUPPORT

Sept 2016 - Present | Toronto, ON

- Provide assistance answering non-course related computing questions.
- Review and update computing support documentation for the use of Computer Science Students.

GERSTEIN SCIENCE INFORMATION CENTRE | STUDENT LIBRARY ASSISTANT

Sept 2016 - Present | Toronto, ON

- Assisted with inquiries about the library.
- Retrieved, photocopied, scanned and sent pdf files of journals and monographs requested by other libraries.

UNIVERSITY OF TORONTO | ARCHITECTURAL DESIGN SOFTWARE DEVELOPER

May 2016 - Aug 2016 | Toronto, ON

- Worked on a software that will be better for architects and urban planners to use.
- Researched on and implemented geometry concepts and geometry Java libraries that can be used for the software program.
- Worked on Geometry concepts like Offset and Boolean Operations.

PROJECTS

SHALE STRIKER | ROYAL ONTARIO MUSEUM GAME JAM

Sept 2016

- <https://bluegargoyle.itch.io/shale-striker>
- Developed an educational Cambrian era based game where players select specimens and consume others to evolve.
- Selected for beta-testing at the museum.
- Technologies used: Unity, C#, Photoshop, Git.

RUNNINGM8 APP | HACKPRINCETON

April 2016

- <http://devpost.com/software/running-mate-jyepbh>
- Developed an Android application using Google Maps API and generates a random location for a run.
- Used LED lights and used the Myo armband direct which light on the shoe to turn on.
- Technologies used: Android, Myo API, Google Maps API.

THE GREAT VACUUM RACE | CSC207 (SOFTWARE DESIGN)

Oct 2015

- <https://github.com/yu-linn/Game>
- Developed a Java game where two vacuums move through a maze to collect dirt and dust balls.