Yushan Lin

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Objective

I am currently seeking employment where I can grow professionally and personally. I want to be able to apply my skills and develop my skills.

Qualification Summary

- Communicates fluently in English and Mandarin
- Possesses strong mathematical abilities
- Responsible, punctual, self-motivated, dependable and enthusiastic
- Proficient in programming languages Python, Java, C, Verilog
- Experience with Unix/Linux, Android Studio, SVN
- Proficient in using Microsoft, PowerPoint, Excel
- Some experience with Unity and C#

Projects

- **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
  - Created a headlights for shoe using LED lights and used the Myo armband direct which light on the shoe to turn on.
- **The Great Vacuum Race** Oct 2015
  - Developed a Java game where two vacuums move through a maze to collect dirt and dust balls. Project for CSC207 (Software Design)
- **Tippy** June 2015
  - Developed a two-player Python game called Tippy where two players aim to create a Skew Polyomino to win the game. Worked with a group of three to develop the game. Project for CSC148 (Introduction to Computer Science)

Education

University of Toronto Toronto, Ontario (Sept 2014-Present)

- Program of study: Computer Science Specialist and Cognitive Science major

Milliken Mills High School Unionville, Ontario (Sept 2010-June 2014)

Work/Volunteer Experience

Work-Study: University of Toronto

Architectural Design Software Developer Toronto, Ontario (May 2016-Aug 2016)

- Worked on a software that will be better for architects and urban planners to use
- Researched on geometry concepts and geometry Java libraries that can be used for the software program
- Implemented the geometry concepts into the software program

Summer Project on Math and Science Games

Volunteer Game Developer Toronto, Ontario (May 2016-Aug 2016)

- Advised by computer science professor Steve Engels about what makes a good and effective educational game

- Worked on developing an effective math educational game for elementary students using the game engine unity
- Tested and critiqued about other group members game

Markham Public Library Unionville, Ontario (Oct 2013-March 2014)

Reading Assistant

- Listened and helped the children with reading
- Prepared books and set up activities
- Supervised young children

Extracurricular Activities

University of Toronto Engineering Dragon Boat Team (Sept 2015-present)
University of Toronto Kendo Club (Sept 2015-present)
Junior and Senior Band (Sept 2010-June 2014)

Achievements

President's Entrance Scholarship Program (2014)
Honour Roll (2010-2014)