Yushan Lin

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Education

University of Toronto

BSc in Computer Science   *Sept 2014 – May 2019*

Experience

SOFTWARE DEVELOPER INTERN | IBM | MAY 2017 – AUG 2018

- Owned, maintained and developed new features for multiple internal tooling Java applications
- Solely implemented new optional feature to throttle logs in WebSphere Liberty, helping reduce consumption of CPU. Featured in the IBM November beta Developer Works
- Contributed to development and feature automated testing of the JSON logging feature in WebSphere Liberty
- Developed new feature for traditional WebSphere Application Server to format binary logs to JSON format and write to rolling file
- Configured and test monitoring stack for WebSphere Liberty Metrics using Prometheus, Grafana, and CollectD
- Developed script to automate the creation of external documentation for developer fixes using Drupal API
- Provide knowledge transfer and skill training for incoming interns

COMPUTER SCIENCE COMPUTING SUPPORT | UNIVERSITY OF TORONTO | SEPT 2016 – FEB 2017

- Help answer non-course related computing questions
- Review and update computing support documentation for Computer Science students
- Content maneuvered articles from old U of T Computer Science website to the newest one

SOFTWARE DEVELOPER | UNIVERSITY OF TORONTO | MAY 2016 - AUG 2016

- Researched on and implemented geometry concepts and geometry Java libraries that can be used for architecture design software program.
- Implemented back-end functions of Geometry concepts such as Offset and Boolean Operations in Java

Projects

Scribe | IBM Intern Hackathon 2018
- Speech to text note summarizer using Watson API for natural language understanding and Node.js.

News IT
- Web application that uses sentiment analysis on news topics using Google NLU API, Node.js, MongoDB. Users can analyze the trends of the topics based on how positive or negative the topic is.

RideShare
- Carpool application allowing users to search for rides using Java and Android Studio.

Shale Striker | ROM Game Jam
- Developed an educational Cambrian era based game where players select specimens and consume others to evolve, using Unity, C#, Photoshop. Selected for beta-testing at the museum.

RunningM8 App | Hack Princeton 2016
- Developed an Android application that generates a random location for a run, using Android, Myo SDK, Google Maps API, Raspberry Pi

Skills

Expert: Java, Python **Proficient:** C, HTML, CSS, JavaScript, Node.js, MySQL **Familiar:** C#

Additional Experience and Extracurricular

U of T Women in Computer Science Executive | Sept 2018 - Present

Webmaster for designing, developing Women in CS website and helping with additional activities

IBM STEM4Girls Team Counsellor | July-Aug 2018

Oversee a group of elementary students and planned STEM related activities for the week of camp

Computer Science Orientation Leader | Sept 2017

Lead group of incoming Computer Science students through Computer Science related activities