Zachary Lin

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EDUCATION

New York University, B.A. Computer Science, GPA 3.4 — 2018
Areas of Focus: Algorithmic Problem Solving, Applied Internet Tech, Large Scale Web Applications, Database Design, Operating Systems, Computer Systems Organization, Social Networking

Waseda University, Study Abroad — 2017
Areas of Focus: Comprehensive Japanese, Empathetic Conversation, Honorific Expressions for Communication

SKILLS

Programming Languages: Javascript, Java, Python
Frameworks and Libraries: Nuxt & Vue, Svelte, ReactJS, Three.js, PixiJS
Database Languages: MySQL, MongoDB
Tools: Git, Github, Intellij, Eclipse, Xcode, Microsoft Visual Studio
Languages: English, Chinese, Japanese

WORK EXPERIENCE

Frontend Engineer, teamLab, Tokyo, March 2020 – Present
- Worked with an agile team to create numerous cross-browser compatible, search engine optimized websites with Nuxt and Vue
- Integrated various external APIs such as AmazonPay to help streamline user experience
- Implemented numerous tests with puppeteer and jest to help automate QA
- Hosted several company-wide study sessions covering topics such as 2D WebGL rendering, browser animation, and new frameworks
- Helped set up an internal application using AWS VPC and ELB
- Refactored the architecture of a CMS created with Laravel Blade and Vue

PROJECT & RESEARCH EXPERIENCE

Multitask Game
- A browser game created with ReactJS and Framer Motion.
- Implemented authentication with Auth0 and the backend with Hasura.

Idle Game
- A browser idle game created with Svelte and Tailwind CSS.

Music Visualizer
- A browser music visualizer created with Three.js, rendering animations based on the frequencies of the inputted audio file.

Jump Quest
- A 2D platformer game created with PixiJS. Uses Primus for multiplayer functionality.

EXTRACURRICULAR ACTIVITIES

Clubs: Karate, Micromouse
Volunteer Work: HackNYU Hackathon event - February 2017
Hobbies: Traveling, Piano, Reading, Video Games