

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
- Actively communicated with the backend team to integrate and debug dozens of APIs
- Organized the code base to enhance the team's development process
- 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

PROJECT & RESEARCH EXPERIENCE

Idle Game

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

Dungeon Crawler

- A browser roguelike dungeon crawler created with ReactJS and Redux.
- Features randomly generated floors, an inventory system, and combat with various enemies.

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: Travelling, Piano, Reading, Video Games