

Kyle Lin

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EDUCATION **Bachelor of Science in Computer Science** December 2016
University of Florida, Gainesville, FL

- 4.0 GPA, Minor in Statistics, Honors Program, Presidential Scholar

ACTIVITIES **GE Transportation Internship** May 2015 – July 2015

- Member of an Agile team using Scrum methodologies
- Worked on the Yard Planner dev team resolving user stories and deploying code to production, working in Java and JavaScript
- Developed and deployed start-to-finish a JUnit test report performance analyzer in Java

UF Computer Science Tutor January 2015 – Present

- Tutored 1st and 2nd year CISE students in coursework
- Improved ability to explain technical topics in easy-to-understand ways

Game Maker's Guild September 2013 – January 2015

- Collaborated on a three person team using GitHub; each semester we develop a product and present it to the club as a whole
- Developed a tile-based puzzle video game engine using Python and the PySDL2 library and created multiple games with this engine
- Developed a text-based basketball team management/play-by-play simulation game in Python
- Created a web game in JavaScript that supports user submitted levels stored on a web server using Flask and SQLite

Individual/Class Projects June 2014 – Present

- Developed a web app with the MEAN stack that managed podcasts, with social media integration, markdown blog support, and the ability to upload and retrieve audio and video to and from Amazon S3
- Developed a web app in PHP/SQL that allowed users to search through a database of cities and filter according to queries

SKILLS **Languages: Java, C++, Python, SQL, JavaScript, C**
Other: Git, Maven, Jenkins, Selenium

COURSES **Introduction to Software Development, Cryptology, Design Patterns**