

# BRIAN LIN

Software & Embedded Systems Engineer

## EDUCATION

[University of Michigan](#) | Ann Arbor, MI

*Expected Graduation: April 2021*

Computer Engineering, Bachelor of Science in Engineering - GPA 3.5

- Focuses: *Embedded Systems, Computer-Based Control Systems*
- Key Coursework: *Data Structures and Algorithms (EECS 281), Embedded Systems (EECS 373), Computer Organization (EECS 370), Control Systems and Analysis (EECS 460)*

## EXPERIENCE

[Apple](#) | Cupertino, CA

*June 2020 — Present*

Software Engineering Intern, Sensing and Connectivity - Core Motion (Health)

- Architect efficient short-range wireless data streams between multiple devices with custom binary packets to decrease latency and streamline data reporting from clinical study participants
- Develop a proctoring software in Swift that communicates with numerous devices' sensor services to monitor and validate collection process in real time to minimize critical data loss for high profile studies
- Lead recurring scoping and conversations with engineering managers and stakeholders to prioritize feature implementation

[Apple](#) | Cupertino, CA

*January 2019 – August 2019*

Software Engineering Co-Op, Field Diagnostics Tools and Systems Engineering

- Developed and deployed software that power iPhone inspection fixtures in factories and repair centers while working closely with hardware vendors to meet the production timeline (start to global deployment in 6 months)
- Designed MacOS and iOS software that perform diagnosis of Apple iOS products with Swift and Objective-C
- Prototyped basic circuits to integrate sensors into hardware I/O boards and controllers
- Effectively communicated engineering requirements, documented scope, worked with legal, and demonstrated technical achievements in front of management to ensure a successful global deployment

[Weight Watchers \(WW\)](#) | New York, NY

*May 2018 – August 2018*

iOS Software Engineering Intern, User Authentication and Onboarding

- Built software in Agile development sprints with Swift to maintain the top-ranked WW App by accepting tickets, estimating point values, and preserving code livability with continuous integration tools
- Worked with designers and compliance officers to ensure feature implementations are secure and accessible to all
- Engaged in code reviews with senior engineers, created formal pull requests, and frequently submitted builds for quality assurance testing to deliver successful biweekly updates to the iOS App Store

[Emerging Technologies Group](#) | Ann Arbor, MI

*January 2018 – Present*

Software Developer, iOS Augmented Reality Development and Research

- Program flexible, scalable augmented reality frameworks for iOS to enable easy scene creation, vivid animations, and accurate asset placements within a simulated space
- Engineer augmented reality and marker solutions inside designated buildings within the College of Engineering to revolutionize the indoor tour experience

[Independent iOS Development and Hackathons](#) | Various Locations

*July 2011 - Present*

Software Developer, Team Based Short Term Projects

- Engineer innovative solutions and demonstrate effective proof of concept in short periods of time
- Recognized at PennApps XV (Best Education Hack, 1517 Grant, Top 10), PennApps XVII (Top 30), MHacks X (Best Financial Hack), and Hacking Generation Y (Best NoSQL Database)
- Recognized Apple WWDC Scholarship Recipient for creativity and demonstration of knowledge with the iOS SDK

## LEADERSHIP

[Intercollegiate Taiwanese American Student Association](#) | New York, NY

*May 2020 - Present*

Co-Executive Conference Director, Midwest Conference

Lead a team of 24 conference team directors to strategize finance, networking, marketing, and speaker logistics to ensure a successful conference of 150 attendees from schools all over the nation and Canada

## PROJECTS

[Smart Garage](#) | Embedded ARM, iOS

*May 2020*

- Reconfigure an existing Lift Master garage system to enable Wi-Fi control from an iOS device by modifying the control and power circuits
- Utilize an ARM Cortex-M3 chip to perform SPI communication with an ethernet chip to securely send and receive TCP packets with the host iOS app for user interactions

[Bridge](#) | React Native (iOS, Android, Web)

*March 2020 - Present*

- Redesign student-recruiter interactions using web sockets to establish in person digital card exchanges to foster more organic conversations and allow the students to drive the conversations
- Integrate Zoom video conferencing and custom queue management to create a smooth virtual career fair experience

## INFO

Contact:  
pblin@umich.edu  
(408) 921-9880

Start:  
Aug 2021

Role:  
Full Time

Industry  
Experience:  
1.5 years

## SKILLS

C++/C  
Swift  
Objective-C  
Agile/Scrum  
React Native  
iOS/MacOS  
Python  
JavaScript

Embedded  
ARM Assembly

Verilog HDL  
FPGA  
Controls  
Circuits  
Logic  
MATLAB

## PASSIONS

Avocados  
Photography  
Street Eats  
Travel  
Cruises  
Sushi  
Drums  
Guitar  
Swimming  
Hawaii

## LINKS

brianpoanlin.com  
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