BRIAN LIN / SOFTWARE ENGINEER / PBLIN@UMICH.EDU / BRIANPOANLIN.COM

// EDUCATION //

UNIVERSITY OF MICHIGAN | ANN ARBOR, MI — Expected Graduation: April 2021
Bachelor of Science in Engineering, Computer Engineering */ GPA 3.226*

LYNBROOK HIGH SCHOOL | SAN JOSE, CA — Graduation: June 2017
Valedictorian */ Unweighted GPA 4.0*

// EXPERIENCE //

APPLE | CUPERTINO, CA — January 2019 – August 2019
Software Engineering Intern, Co-Op
- Work in the Field Diagnostics and Systems Engineering Team to support all Apple devices through AppleCare
- Develop field software for iOS devices to perform comprehensive self-diagnosis and critical analysis of client device using Machine Learning algorithms in Objective-C to accurately and efficiently pinpoint problems

WEIGHT WATCHERS (WW) | NEW YORK, NY — May 2018 – August 2018
iOS Software Engineering Intern
- Actively worked in Agile software development cycles for two product engineering teams
- Wrote well-architected code in Swift, built prototypes, and delivered features to millions of users
- Ensured compliance with the American with Disabilities Act (ADA) and General Data Protection Regulation (GDPR)
- Maintained the Top Ranked Health and Fitness App by releasing bi-weekly updates to the App Store
- Engaged in code reviews, created formal pull requests, and submitted builds for Quality Assurance (QA) testing

EMERGING TECHNOLOGIES GROUP | ANN ARBOR, MI — Jan 2018 – Present
iOS Software Developer / Computer Consultant - GroundWorks Lab
- Develop innovative Augmented Reality (AR) solutions for iOS and assist students interested in AR
- Utilize computer vision and AR to make buildings interactive through real world markers with embedded Quick Response (QR) code and other symbols

SUBBER GROUP, LLC | SAN JOSE, CA — August 2015 – November 2016
Software Developer
- Worked with founders to develop an overall theme that is unique and in alignment with the vision of startup
- Developed the company's responsive website using HTML, CSS, and JavaScript

IOS DEVELOPMENT | SAN JOSE, CA — July 2011 – Present
Independent iOS Developer
- Actively develop and publish apps of various functions by participating in hackathons and other events
- Utilize tools such as Git, CircleCI, CocoaPods, and Fastlane for efficiency in development

Reko | PennApps XVIII — September 2018
- Revolutionized the in-person digital data transfer experience with web sockets
- Enhanced interview experiences with Machine Learning, real time feedback, and match data
- Built with Xcode, MongoDB, NodeJS, CocoaPods, Django, Google Cloud, and Heroku

Guru | PennApps XV — January 2017
- Revamped live streaming instructional technology to instantaneously connect students with professional tutors into a learning session enhanced by a live-update onscreen white board
- Built with Xcode, Parse Server, Parse LiveQuery, Twilio Video API, and OneSignal Push Notifications

// AWARDS //

SEMI-FINALIST – PENNAPPS XVIII, UNIVERSITY OF PENNSYLVANIA | BEST CAMPUS LIFE HACK — September 2018
WINNER – MHACKS X, UNIVERISTY OF MICHIGAN | BEST FINANCIAL HACK — September 2017
FINALIST – BLUE OCEAN ENTREPRENEURSHIP COMPETITION | 3RD PLACE — April 2017
WINNER – PENNAPPS XV, UNIVERSITY OF PENNSYLVANIA | BEST EDUCATION HACK & 1517 GRANT — January 2017
WINNER – HACKING GENERATION Y | BEST NO-SQL DATABASE INTEGRATION — January 2015
APPLE WORLDWIDE DEVELOPER CONFERENCE (WWDC) SCHOLARSHIP | RECIPIENT — June 2013, June 2014

// RELEVANT COURSEWORK //

ENGR 100	Introduction to Engineering	**EECS 203**	Discreet Mathematics
ENGR 101	Introduction to Computer Programming	**PHYS 240**	Physics II – Electricity and Magnetism
EECS 215	Electrical Circuits Design and Analysis	**MATH 215**	Calculus III – Multivariable Calculus
EECS 280	Programming & Data Structures	**MATH 216**	Calculus IV – Introductory Differential Equations

// SKILLS //

Agile, Scrum (JIRA) and **Continuous Integration (CircleCI)**

Swift, Objective-C, HTML/CSS, MatLab, and **C++**.