

**BRIAN LIN** / Computer Engineer / brianpoanlin.com / pblin@umich.edu / (408) 921-9880

## EDUCATION

**University of Michigan** / Ann Arbor, MI

Expected Graduation: April 2021

- Bachelor of Science in Engineering, Computer Engineering / GPA 3.330
- Dean's Honor List, Fall 2018

## SKILLS

Agile Development (JIRA/Scrum)  
Continuous Integration (CI/CD)  
MacOS and iOS Development

C++ / Objective-C / Swift  
Unit Testing / Code Coverage  
Quality Assurance Testing

Circuit Design and Analysis  
Shell Scripting / MATLAB  
Code Review / Source Control

## EXPERIENCE

**Apple** / Cupertino, CA

January 2019 – August 2019

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

- Architect, develop, and deploy software that drive iPhone inspection fixtures in factories and repair centers while working closely with hardware vendors to meet the production timeline
- Develop MacOS and iOS software that perform diagnosis of Apple iOS products with Swift and Objective-C
- Prototype basic circuits to integrate sensors into hardware I/O boards and controllers
- Effectively communicate engineering requirements, document scope, and demonstrate technical achievements in front of management to ensure successful global deployment

**WW (Weight Watchers)** / New York, NY

May 2018 – August 2018

### iOS Software Engineering Intern, User Onboarding and Authentication

- Developed iOS software in Agile development sprints with Swift to maintain the top-ranked Weight Watchers 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 (QA) testing to deliver successful biweekly updates to the iOS App Store

**Emerging Technologies Group** / Ann Arbor, MI

January 2018 – Present

### iOS Software Developer

- Develop Augmented Reality (AR) frameworks to integrate with other University of Michigan iOS apps
- Utilize AR and Quick Response (QR) markers inside designated buildings to provide an immersive tour experience

**Hackathons** / Various Locations

April 2013 – Present

### Active Participant and Finalist

- Develop 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)

**iOS Development** / San Jose, CA

July 2011 – Present

### Independent iOS Software Developer

- Recognized Apple WWDC Scholarship Recipient for creativity and demonstration of knowledge with the iOS SDK
- 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

## RELEVANT COURSEWORK

### Completed:

Programming and Data Structures (EECS 280)  
Discreet Mathematics (EECS 203)  
Circuit Design and Analysis (EECS 215)

### In Progress:

Data Structures and Algorithms (EECS 281)  
Digital Logic Design (EECS 270)  
Signals and Systems (EECS 216)

## RECENT PROJECTS

**Reko** / PennApps XVIII

Utilized machine learning to create a revolutionary platform for career fairs. Peer-to-Peer web socket communication between iOS devices.

**Guru** / PennApps XV

Revamped livestreaming instructional technology to instantaneously connect students with a professional tutor in an enhanced platform with a live on-screen whiteboard for collaboration.

**Swaste** / PennApps XX

Incentivizing and educating proper waste disposal through computer vision, machine learning, and multi-platform software-electrical systems.