Zian Lin

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EXPERIENCE

Software Engineer, Sony   JAN. 2024 - PRESENT
- Developed BACH, a platform for marketing teams to provision promotional content to over 50 million TVs worldwide. Designed REST APIs & backend services with Go & PostgreSQL, user interfaces with Vue & TypeScript.
- Expanded SUMO, Sony's global TV update distributor, by engineering backwards-compatible release note provisioning, bringing seven legacy TV generations under the platform.
- Built scalable and performant infrastructure for the above projects using AWS CDK. Integrated with CI/CD pipelines, system health alarms and automated testing stages for robustness and reliability.
- Built SSO login with OAuth, AzureAD JWT and AWS Cognito, ensuring seamless auth. across internal apps.

Software Engineer Intern, Sony   JULY 2023 - DEC. 2023
- Built in-house URL redirect service with CloudFront, Lambda, and S3 that enables large-scale data collection on customer QR code scans worldwide. Integrated with Splunk for data visualization and analytics.
- Created websites w/React for Sony's LinkBuds x Olivia Rodrigo campaign and Spatial Reality Display product.
- Developed and maintained unit and integration tests, strengthening system reliability.

Undergraduate Tutor, UCSD   JAN. 2023 - JUNE 2023
- Achieved 100% student recommendation rate as a tutor for >200 students in CSE 110 Software Development (Java, OOP, unit tests, Agile, Git) and CSE 101 Algorithm Design & Analysis (data structures and algorithms).

Undergraduate Researcher, École Polytechnique   SEPT. 2022 - DEC. 2022
- Conducted networking research, specifically into heterogeneous networks and optimization techniques. Wrote paper '*Improving network selection and resource management through third-party monitors in HetNets*'.

Software Engineer Intern, KSDT   OCT. 2021 - SEPT. 2022
- Created room scheduler web app that allowed users to easily book and schedule rooms in KSDT. Built with React.js, Node.js, Express and MongoDB.
- Streamlined devops by introducing Agile methodologies with tools like Jira and Trello.

EDUCATION

University of California, San Diego   SEPT. 2019 - JUNE 2023
- B.S. in Computer Science. Graduated *cum laude* (GPA: **3.85/4.0**).

SELECTED PROJECTS

Labyrinth - Accessible Navigator
- Developed accessible navigation app that converts Google Maps directions into coded device vibrations for the user. Built due to accessibility concerns with existing navigation apps. Built with Java and Android Studio.
- Winner of IEEE's 'Most Technical' award at their UCSD WI22 project showcase.

Easy Street - Shopping with Visual Discovery
- Built Chrome extension that uses visual discovery to collate together similar products that the user can then filter and sort on price, size, color, and more.
- Used React to develop UI, JavaScript for content scripts, Python for Flask API and AI image processing.

TOOLS

- **Programming Languages:** TypeScript, Go, JavaScript, Python, Java, C++, HTML, CSS, SQL
- **Frameworks/Databases:** Vue.js, React, Node.js, Flask, S3, PostgreSQL, MySQL, DynamoDB, MongoDB
- **Tools:** Git, GitHub, AWS, AWS CDK, Docker, Splunk, Linux/UNIX

SKILLS

- **Skills**: Full-stack software development, infrastructure as code (IaC), system design, CI/CD, unit testing, telemetry, SQL/NoSQL DBs, Agile, data visualization and analysis, AI, networking
- **Languages**: English, Mandarin, French