

Brian Lin

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EDUCATION

Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Computer Science

Expected May 2025

- **Courses:** Programming Language Concepts, Computer Systems, Introduction to Software Engineering, Machine Learning, Data Structures & Algorithms, Computer Graphics, Database Implementation, Computer Vision

EXPERIENCE

Leidos

June 2024 – Present

Software Engineer Intern

Bethesda, MD

- Enforced **code consistency** using a Python formatter in a **CICD pipeline** and reducing code review time
- Improved deployment efficiency of legacy builds with containerization, speeding up development by **10%**
- Debugged an existing **C++** anti-aliasing filter, improving its accuracy in removing extra noise in acoustic signals
- Integrated a service as a **Go** plugin with endpoints for managing **Kubernetes** cluster tasks, enhancing reusability

Rochester Institute of Technology

February 2024 – May 2024

Undergraduate Researcher

Rochester, NY

- Collaborated with Professor Xumin Liu to develop a Data Science Teaching platform for Non-Computing Majors
- Built an quiz module with **React**, **Flask**, and **MongoDB**, enabling automated grading for student assessments
- Designed **5+** **RESTful API** endpoints to enable seamless communication between frontend and backend

Leidos

May 2023 – December 2023

Software Engineer Intern

Bethesda, MD

- Engineered an acoustic visualization page using **React**, and integrated **WebSockets** for real-time data streaming
- Modernized a **React** app with functional components and migrated to Vite, cutting the bundle size by **10%**
- Revamped an internal tool using **C++**, enabling efficient visual comparisons between versions of data files
- Created a **Gitlab CI/CD** pipeline, speeding up delivery builds by **72%** through **automation** and **caching**

Rochester Institute of Technology

January 2023 – May 2023

Course Assistant

Rochester, NY

- Collaborated with a professor and another assistant to facilitate an introductory **Java** course for **30 students**
- Guided students in overcoming technical challenges in both in-class and mentoring sessions
- Delivered feedback on assignments and exams, focusing on CS principles to improve student performance

PROJECTS

RentBun | *React, Java, PostgreSQL, Spring Boot, Firebase, AWS S3, Docker*

- Co-founded a platform designed to simplify the process of posting and finding student subleases with **20+ users**
- Optimized browsing by implementing **pagination** and **caching**, improving performance and reducing load times

Meddy (Google AI Competition) | *React, Express.js, PostgreSQL, Flutter, Dart, Firebase*

- Contributed to a 12-member team on a cross-platform app that enhances patient-doctor communication
- Engineered chat functionalities in **Flutter**, integrating WebSocket for real-time text and image messaging

AI Tutor (Microsoft AI Classroom Hackathon) | *React, Azure AI, CosmosDB, Express.js, Python, Flask*

- Created an AI-driven quiz platform for real-time knowledge assessment based on user notes using **React**
- Integrated **Azure AI** (Vision, Language) and blob storage for extracting, summarizing, and storing notes

Fruit Store | *Spring Boot, Angular, JUnit, Java, Typescript*

- Built an E-store web application using **Angular** and **Spring REST API** services with agile methodologies
- Achieved **95% code coverage** by integrating unit testing to ensure code quality using **JUnit**

SKILLS

Languages: Java, Python, C++, Golang, JavaScript, TypeScript, HTML, CSS

Frameworks: React, Node.js, JUnit, Express.js, Jest, Spring Boot, Flask

Developer Tools: Git, MongoDB, Postman, Docker, AWS, Azure, PostgreSQL, Kubernetes

Concepts: Backend Development, Frontend Development, Software Engineering, Agile, Version Control, Cloud Services, Full Stack Web Development, Object-Oriented Design, Databases, Networking, Distributed Systems, API Development