

Ting-Sheng (Leo) Lin / Software Engineer

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EDUCATION

Carnegie Mellon University - Entertainment Technology Center, Pittsburgh, PA Aug 2019 – Expected May 2021
Master of Entertainment Technology

National Chiao Tung University, Hsinchu, Taiwan Sep 2012 – Jul 2016
Bachelor of Science, Computer Science

University of Twente, Enschede, Netherlands Jan 2016 – Jul 2016
Exchange Student Program, Bachelor of Science, Computer Science

Relevant Courses: Introduction to Machine Learning (currently enrolled), Artificial Intelligence, DataBase System, Data Structure, The Analysis of Algorithms, Operating System

SKILLS

Programming Languages	JavaScript, Python, PHP, C++, C#, C, SQL, HTML, CSS, Java, Verilog
Web Frameworks	Node.js, Express.js, Vue.js, Laravel (PHP)
Tools & Platforms	Git, AWS, GCP, MongoDB, MySQL, Sequelize, SendGrid, Nodemon, Lodash, Bootstrap

EXPERIENCE

Software Engineer at SparkAmplify (American-funded Startup), Taipei, Taiwan May 2018 – May 2019
Brand-Media AI-matching Platform

Developed **RESTful APIs** to operate data in the platform that provides the best-matched media information for brand customers who want press coverage, and the best-matched brands for the media customers who want stories. (*Git, Express.js, Sequelize, MongoDB, Google Analytics, Google Tag Manager, AWS: Lambda, S3*)

Internal Outreach Web Application

Enhanced the internal web application for the marketing team and improved efficiency of a weekly outreach process by simplifying manual data analyzing into one online flow and automating the creation of the outreach campaign. (*PHP, Laravel, MySQL, MongoDB, Redis, Vue.js, SendGrid API*)

Data Parsing and Polishing Service

Created data modifying service that can parse email content and polish media's location information. (*Python, Node.js, GCP: Cloud Function, Geocoding, AWS: Lambda, SES, S3, SQS*)

Auto Notification Email Service

Implemented a monitoring service to send corresponding notification emails to new users depending on different circumstances. (*SendGrid API, MySQL, AWS: Lambda*)

Assistant Officer at Mandatory Substitute Military Service, Taipei, Taiwan Oct 2016 – Oct 2017
Helped government department conduct administrative work.

ACADEMIC PROJECTS

Carnegie Mellon University

IF (Interactive Fashion) Project partnered with Children Museum, Pittsburgh, PA Jan 2020 – Expected May 2020
Designed and implemented technical prototypes for an interactive installation art work on the topic of wearable technologies. (*Arduino*)

ALPHA Camp on-line course

Simple Twitter (Website: <http://bit.ly/2RN29RZ>) (code: <http://bit.ly/38WAaVt>) Jun 2019 – July 2019
Led two software engineers to design a twitter-simulative social network platform where users can log in, establish profiles, tweet, reply to tweets, like comments, and follow other twitters with **Scrum** and **Kanban** production method. (*Git, Express.js, Handlebars, Bootstrap, MySQL, Heroku, GitHub, Trello*)

National Chiao Tung University

Motion-Sensing Game (Demo: <http://bit.ly/2UlyyAN>) (code: <http://bit.ly/31f3l3n>) Sep 2015 – Dec 2015
Developed a motion-sensing game based on **Kinect2 SDK** in **C#** and demonstrated it in the **Talent Cultivation Program for Smart Living** held by the *Ministry of Education*.

Pacman Battle Artificial Intelligence May 2015
Designed 3 minions' AI to attack enemy base and defense our own in "Pacman" battle competition and won the second place among 16 teams. (*Python*)

Android app – Photo Instant Backup (code: <http://bit.ly/38Y8ijl>) Jan 2015
Constructed the photo instant backup service that uploads photos with their GPS location information immediately while photographing. (*JAVA, Android Studio*)