# Ting-Sheng (Leo) Lin / Software Engineer Intern

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# **EDUCATION**

Carnegie Mellon University - Entertainment Technology Center

**Aug 2019 – Expected May 2021** 

Master of Entertainment Technology

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

**National Chiao Tung University** 

Hsinchu, Taiwan

Pittsburgh, PA

Bachelor of Science, Computer Science

Sep 2012 - Jul 2016

 Relevant Courses: Digital Gaming and Learning, Artificial Intelligence (Python), DataBase System (SQL), Data Structure (C++), The Analysis of Algorithms (C++), Operating System (C++)

# **SKILLS**

JavaScript, TypeScript, Python, PHP, C++, C#, C, SQL, HTML, CSS, Java, Verilog **Programming Languages** 

**Web Frameworks** Node.js, Express.js, Vue.js, Laravel (PHP)

**Tools & Platforms** Git, AWS, GCP, MongoDB, MySQL, Sequelize, SendGrid, Nodemon, Lodash, Bootstrap

## **EXPERIENCE**

# SparkAmplify, American-funded Startup

Taipei, Taiwan

May 2018 - May 2019

# Software Engineer Brand-Media Al-matching Platform

- Developed **RESTful API**s 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 vice versa. (Git, Express.js, Typescript, Sequelize, MongoDB)
- Constructed dashboard service for users by collecting analytics and evaluating the effects of the usage. (Google Analytics, Google Tag Manager, AWS: Lambda, S3)

# **Internal Outreach Web Application**

- Built up the internal web application for the marketing team to analyze users' placements. (PHP, Laravel, MySQL, MongoDB, Redis, Vue.js)
- Improved efficiency of a few-hours weekly outreach process by simplifying manual data analyzing into one online flow and automating the creation of the outreach campaign. (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)

# ACADEMIC PROJECTS

#### Self-Projects

• Simple Twitter (Website: https://ppt.cc/f3E3Zx) (code: https://ppt.cc/fzGlwx)

Jun 2019 - July 2019

- Designed a twitter-simulative social network platform where users can log in, establish profiles, tweet, reply to tweets, like comments, and follow other twitters. (Git, Express.js, Handlebars, Bootstrap, MySQL, Heroku)
- Led two software engineers and managed the project with Scrum and Kanban method. (GitHub, Trello)

## National Chiao Tung University

Motion-Sensing Game (Demo: https://ppt.cc/fuXyWx) (code: https://ppt.cc/fln8Nx)

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*.
- Implemented motion sensing controls for the game character.
- Devised the enemies' AI that controls the behaviors of enemy minions and boss.

## • Pacman Battle Artificial Intelligence

May 2015

- Designed 3 minions' Al based on depth-first search algorithm 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: https://ppt.cc/fmMNFx)

Jan 2015

Constructed the photo instant backup service that uploads photos with their GPS location information immediately while photographing. (JAVA, Android Studio)