

# Andy Lin

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## EDUCATION

**New York University Tandon School of Engineering** | New York, NY  
Bachelor of Science in Computer Science and Integrated Design and Media  
GPA: 3.61

Expected December 2025

- **Relevant Coursework**

- **EG-UY 1004** | Introduction to Engineering and Design
  - **SLDP (Semester Long Design Project)** | Headphones with haptic feedback corresponding to music being played. Developed the codebase and implementation to play vibrations corresponding based on sound frequencies.
- **CS-UY 1134** | Data Structures and Algorithms
- **CS-UY 2124** | Object Oriented Programming
- **CS-UY 2214** | Computer Architecture and Organization

- **Organizations**

- Tech at NYU
- BUGS Open Source
- Baedeker Travel Magazine

**Stuyvesant High School** | New York, NY  
Advanced Honors Regents Diploma

June 2022

- **Relevant Coursework**

- **Software Development**
- **Systems Level Programming**
- **Computer Graphics**

## WORK EXPERIENCE

**New York University** | Brooklyn, NY | *Level 1 I.T. Technical Support Specialist*

September 2022 – Present

Reformatted and deployed numerous Window and Mac computers for office employee use. Created documentation for an internal asset management system. Provided stellar technical support to employees.

**Software Development** | New York, NY

September 2018 – Present

Conceptualized, prototyped, programmed, and distributed apps, including open-source apps, for Apple platforms, including iOS and visionOS. Contributed to numerous open-source projects for both Apple and non-Apple platforms.

- Released [Tides App](#), an app built with Swift and SwiftUI that allows watercraft users to view and determine high and low tide times for a specific location and specific point in time, including the user's current location and additional specified locations, on the Apple App Store.
- Released StickerCord, an app built with Swift, SwiftUI, UIKit, and iOS's Messages framework, that allows users to use their favorite Discord emojis from their favorite Discord servers on iMessage and other social media platforms, on the Apple App Store.
- Released [Test Timer](#), an app built with Swift, SwiftUI, UIKit, and Mac Catalyst that allows users to keep track of their time on practice AP exams based on the number of questions remaining, on the Apple App Store.
- Released [Low Power Mode Toggler](#), an AppKit and SwiftUI app written in Swift that allows Mac users to quickly access Low Power Mode through macOS's Menu Bar, on GitHub.
- Implemented a feature in which users could specify the due date and time of a reminder for Reminders Menu Bar, a menu bar extra app built with AppKit, SwiftUI, and EventKit and written in Swift.
- Helped to implement a better way of handling display scaling for OpenBVE, a train simulator built with OpenTK and Mono and written in C#.

**Lion City Coffee** | Queens, New York | *Social Media Manager*

July 2022-August 2022

Produced and built a following for engaging advertising on social media using Adobe Photoshop and Premiere Pro.

## SKILLS

- Able to program in **C, C++, C#, Python, Java, JavaScript, Swift, Lua, and Rust**
- Have experience using **SQL and NoSQL (Firebase) data storage solutions**
- Created desktop, mobile, and web apps using **Flask, HTML, CSS, SwiftUI, and OpenTK**