THOMAS THURAIN TUN LIN

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EXPERIENCE

AMAZON – *Software Development Engineer, Business Data Technologies* | AUG 2021 – AUG 2023

- o Implemented key features on a highly scalable solution, ensuring seamless integration with existing systems while maintaining feature parity with legacy application managing orchestration for ETL jobs
- o Incorporated and backfilled a full-text search engine to parse system data and logs, reducing engineer overhead during on-call duties, and enhancing future implementations regarding filtered system jobs
- o Designed and executed rigorous load tests to evaluate performance/scalability under various conditions
- o Spearheaded the migration of ~550 users off deprecated technologies, ensuring feature parity, cost-savings, and continued service throughout the migration
- o Handled weekly on-call responsibilities, ensuring system availability for ~500 daily jobs, .

AMAZON – *SDE Intern, Business Data Technologies* | JUN 2020 – AUG 2020

- o Designed and implemented a REST API that works with an SQL layer, enabling 400+ users to map their permissions through a system user and removing the dependency on a customer's permissions
- o Wrote comprehensive internal and customer-facing documentation that outlines the implemented feature
- o Collaborated with internal teams to analyze customer needs and wants, allowing delivery 2 weeks early

CMU CS ACADEMY – *Development Team* | MAY 2019 – AUG 2019

- o Revamped front-end design to improve navigation for use in 6000+ classrooms across the world
- o Built prototype of image autograding script with a pixel-by-pixel algorithm to provide more accurate feedback and a visual representation of the programming errors
- o Collaborated with teachers and teams across Pennsylvania to design coding challenges and competitions

NEXLABS - *Software Engineering Intern* | JUN 2018 – AUG 2018

- o Developed features for an app that connects devices to streamline office logistics and communication

EDUCATION

CARNEGIE MELLON UNIVERSITY – *B.S In Computer Science, Minor in HCI* | AUG 2017 - MAY 2021

RELEVANT COURSEWORK:

Functional Programming, Computer Systems, Human AI Interaction, Machine Learning, Parallel & Seq Data Structures, Algorithm Design, Foundations of Programming Languages, Parallel Compiler Architecture, Interaction Design, Human Centered Software, Software Structures for User Interfaces, Natural Language Processing,

PERSONAL PROJECTS

AI PROJECTS

- o SammyBot - a chatbot dynamically responding to Twitter replies trained on a text dataset about CMU
- o GestureRecognizer - a gyroscope based script trained to identify arm gestures while holding phone
- o MovieRecommender - a script that uses genre, cast, and mood to generate movie recommendations based on user preferences

ANDROID GAME DEVELOPMENT

- o (Various, In Progress) - Reevaluating the way people interact with mobile games through the tenants of Human Computer Interaction and building key systems to reimagine the mobile gaming space

SKILLS

- o Java, Javascript, React, Python, C++, SQL, NoSQL, AWS, HTML/CSS, Unix, Git