

Simon Lin

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TECHNICAL SKILLS

Programming Languages: Python, Java, C, C#, JS, SQL, HTML, CSS, Bash

Developer Tools: Git, Visual Studio Code, Visual Studio, Jira, ADO, Vim, PyCharm, Eclipse

Libraries: OpenCV, PyQt, Selenium, Tkinter, NumPy, Discord.py, EmailJS

Frameworks: jQuery, Bootstrap v5, .NET 8

WORK EXPERIENCE

Quality Assurance Specialist Intern | *Azure Devops, SQL, Git, Jira* Sept. 2023 – Aug. 2024
SOTI Mississauga, ON

- Designed and developed test plans and test cases based on software requirements and technical specifications for all SOTI's flagship MobiControl product.
- Performed various types of testing as part of the Agile software development process and release cycle.
- Conducted E2E testing of large feature release versions for requirement verification and performed demos of stories across teams and management to ensure consistency and standardization across product lines.
- Discovered and reported bugs, defects and potential improvements across user interfaces, mobile applications, hardware and databases.

Camp Counselor July 2021 – Aug 2021
The STEAM Project Richmond Hill, ON

- Assisted in creating and teaching campers a curriculum based in sciences, technology, engineering, arts and math.
- Maintained communicative and collaborative abilities between co-counselors and staff for streamlined work.

PROJECTS

Real-time Object Imaging in Roblox | *Python, OpenCV, Supervised Machine Learning, .xml*

- Trained a Haar Cascade Classifier machine learning algorithm over course of 2 weeks to identify objects real-time.
- Developed a python project to automate fishing in a Roblox server using real-time image recognition on OpenCV.
- Self-taught machine learning concepts: supervised and unsupervised learning to train image model.
- Collected, sorted and analyzed over 1000+ images to train image recognition model with precise attention to detail
- Recorded and extracted image data into XMLs and achieving an overall accuracy rate of 92% in my imaging model
- Maintained, debugged and wrote reliable code with effective practices and object-oriented design principles

Discord-embedded Riot API Bot | *Python, Selenium, Riot API, Discord.py, Git*

- Developed a Discord community application to fetch and analyze user data using the Riot Games developer API.
- Implemented multithreading and asynchronous practices to handle multiple requests concurrently across users.
- Utilized Selenium Webdriver for webscraping JSONs for 200+ assets of games: League of Legends/VALORANT.
- Deployed locally and through Railway cloud hosting services in over 30+ small communities.

linsimon.com - Portfolio Website | *Bootstrap5, HTML, CSS, JavaScript, Google Cloud Platform, Typescript*

- Designed and developed a personal online portfolio website to showcase my open-source side projects.
- Implemented modern front-end web-development practices including responsiveness for varying screen resolutions.
- Implemented proper SEO-friendly guidelines, including semantic tags and relevant meta tags.
- Integrated web analytics tools like Google Analytics to track web traffic, user behavior, and other useful metrics.

ATM Banking Simulation Project | *C#, .NET, Visual Studio*

- Led a group of 3 Front-end and 3 Back-end student developers across Software Dev. Lifecycle as part of SWE Final
- Documented and devised a risk-driven spiral methodology to plan, create, test and deploy a working ATM System to run natively on any operating system.
- Developed use case, class, activity and scenario diagrams for system functionality and risk-analysis.
- Wrote, tested, documented and debugged 2000+ line C# codebase to implement functional requirements.
- Implemented 20+ unit test cases for quality assurance and regression testing.

EDUCATION

Toronto Metropolitan University (formerly Ryerson)
Bachelor of Science - Computer Science Co-op Program

Toronto, ON
Sep. 2021 – present (est. 2026)