

HONGPENG (MICHAEL) LIN

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Education

University of California, Berkeley

Aug. 2019 – May 2023

B.A. Computer Science, B.A. Economics; GPA: 3.92

Berkeley, California

- Relevant Coursework: Data Structure, Computer Architecture, Discrete Mathematics and Probability, Algorithms Analysis, Artificial Intelligence and Machine Learning, Database Systems, Computer Security, Operating Systems

Experience

Apple

May 2022 – Aug. 2022

Software Engineer Intern (AppKit - UI Controls)

Cupertino, California

- Collaborated with the human interface team to design a new public API for AppKit, the native UI Framework of macOS
- Proposed, implemented, and tested the new API using Swift and Objective-C, and presented to the Cocoa group

UCSF Radiology

Jan 2022 – May. 2022

Undergraduate Research Assistant

San Francisco, California

- Worked as a research apprentice in UCSF's Big Data in Radiology Research Group, advised by Jae Ho Sohn, MD, MS
- Completed an array of exploratory CV/NLP projects such as [Miclin1024/CBIS-DDSM-Classifer](#), a binary breast density classifier for the CBIS-DDSM dataset, implemented using ResNet architecture

Apple

May 2021 – Aug. 2021

Software Engineer Intern (Localization Frameworks and Xcode)

Cupertino, California

- Designed and implemented a new pipeline in Xcode to enhance localization experience for third-party developers
- Extended the functionality of localization framework in Objective-C to support the new file formats, export option etc.
- Presented to the VP regarding the new functionality targeting next year's Xcode release at WWDC

Mobile Developers of Berkeley

Aug. 2020 – Present

iOS Training Program Instructor

Berkeley, California

- Led the one-semester iOS boot camp with lectures, workshops, projects, and exams; Students were able to complete 4 mini-apps using native frameworks and external libraries
- Written a 13000+ words Swift and iOS development tutorial on learn.mdb.dev, with topics ranging from Swift fundamentals, UIKit and Foundation framework, MVC paradigm to more advanced subjects such as ARC, GCD, custom views, and the new compositional layout API for collection view
- Designed and presented one-hour iOS workshops at hackathons including Cal Hacks and ANova Hacks

Projects

Crawl4All | [comp-strat/scraping_server](#) | *React, Flask, Scrapy, Docker*

Jan. 2022 - May 2022

- Participate in the early stage research and prototyping of Crawl4All, a universal web crawler framework, with a team of Georgetown and Berkeley students led by Jaren Haber, PhD
- Redesigned the backend architecture, removed the redundant Node.JS server and used Flask to serve both the frontend and the REST APIs

Solved Chinese | [solvedchinese.org](#) | *React, Typescript, Django, Python, Alibaba Cloud*

Jun. 2019 - May 2021

- Worked with a team of developers and linguistics enthusiasts to create a research-based web application for beginners of Chinese, which is being adopted in the classrooms at several American and Chinese international high schools
- Migrate the frontend stack from Django template to modern frameworks using React and Typescript
- Optimized the CI/CD pipeline and improved browser compatibility using Babel, Webpack, and Github Action

Leadership

Mobile Developers of Berkeley

Dec. 2021 – Aug. 2022

VP of Education

Berkeley, California

- Led the interview committee for Spring 2022 recruitment, organized resume reviews, interview deliberations, info sessions, and other publicity events
- Designed and organized programs for new members, featuring a two-track mobile app development training program and a one-month final project ideation process with mock pitches

Technical Skills

Languages: Swift, Python, C, Objective-C, Java, Javascript, Typescript, Go, HTML/CSS, SQL, Markdown, R

Technologies/Frameworks: PyTorch, Tensorflow, Numpy, Pandas, Cocoa, CocoaTouch, SwiftUI, React, Django, Flask