

Alvin Lin

Software Engineer

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Technical Skills

- Open ended problem solving and design, thrives in ambiguity
- Data analysis/visualization and data backed decision making
- Aptitude for learning new skills/tooling/frameworks quickly
- Effective collaboration with large and small teams on complex infrastructure

Work Experience

Google Inc (May 2019 - Current): L4 Software Engineer

- Maintained and implemented features across distributed ad serving data pipelines (processing >2TB / day).
- Performed analyses on >10TB datasets to test/design ad serving optimizations.
- Parallelized and rewrote testing infrastructure suite (88% reduction in test runtime).
- Coordinated with multiple 6+ person teams to integrate external ad traffic datasets into serving pipeline, leading to >200GB memory savings and +5% accuracy in ad traffic forecasting.
- Primary languages/tooling: C++, Python (numpy, matplotlib, pandas, etc), Golang

Google Inc (May 2018 - August 2018): Software Engineer Intern

- Migrated 100k+ user data profiles from deprecated Gmail backend to streamline the Gmail Ads infrastructure pipeline, resulting in +0.3% ARR.
- Primary languages/tooling: C++, GCL

Google Inc (May 2017 - August 2017): Software Engineer Intern

- Integrated third party OAuth library into Google Sign-In to support older Android devices, deployed to >1B Android devices.
- Primary languages/tooling: Java, Android Studio

SchoolYourself Inc (June 2014 - September 2015): Software Engineer Intern

- Developed interactive embeddable video widgets for geometry curriculum (>100k users).
- Integrated LTI OAuth API to allow for external LMS consumers to embed SchoolYourself content.
- Primary languages/tooling: JavaScript

Education

Rochester Institute of Technology (October 2016 - December 2019)

- B.S. Computer Science
- Minor in Mathematics