

Franton Lin

☎ 860.816.4375

✉ franton.lin@students.olin.edu

🌐 frantonlin.com

in linkedin.com/in/frantonlin

🔗 github.com/frantonlin

Education

Franklin W. Olin College of Engineering – Needham, MA May 2018
Candidate for Bachelor of Science in Electrical and Computer Engineering (cum. GPA: 3.83)

Experience

- Microsoft** – *Retail Store IT Software Engineering Intern* – Redmond, WA Summer 2017
- On a team that created and deployed an ASP.NET Core web app on Azure to streamline the management workflow for a program that allows store employees to experience different roles within the company
 - Met with key stakeholders to receive feedback and prioritize features
- Onshape** – *UI Development Intern* – Somerville, MA Summer 2016
- Worked with UX, QA, and back end developers to implement front end of new features, including the rename keyboard shortcut and public document links, copies, and likes
 - Assisted in localization of Onshape, helping solve problems from developers and translators
 - Performed bug fixes for the user interface, comprised primarily of HTML, Less, Angular, and Backbone
- Ivani LLC** – *UX Intern* – Dardenne Prairie, MO Summer 2015
- Interviewed potential users to gain insight regarding the user experience and explore possible features for N-Way Switch Technology, Network Presence Sensing Technology, and future product directions
 - Created multiple versions of mockups for mobile and physical user interfaces
- Olin College of Engineering** – *ISIM Teaching Assistant* – Needham, MA Fall: 2015, 2016, 2017
- Held lecture review and lab help sessions for Introduction to Sensors, Instrumentation, and Measurement (ISIM) students, graded and commented on lab reports
- NASA Glenn Research Center** – *SCaN Intern* – Cleveland, OH Summer 2014
- Performed research pertinent to Delay/Disruption Tolerant Networking (DTN) algorithms and deep space laser communications for the Integrated RF and Optical Communications (iROC) project
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Projects

- Playtest** – *Sonos Speaker Walking Test Platform* – Senior Capstone Program in Engineering Fall 2017 – present
- On a team of six that is prototyping and exploring feasibility for a physical speaker walking test platform
 - Designing and integrating sensor, circuit, and data acquisition systems
 - Collecting and processing data to gain insight on how and why speaker walking occurs
- Visa Timeline** – *F1 Visa Application Tracking* – Human Factors Interface Design Fall 2016
- Designed the interface for a web app that streamlines and keeps track of the F1 Visa Application process
 - Involved in multiple rounds of user testing and redesigns, resulting in a refined interactive digital prototype
- Sonify** – *Sonic Communication Between Computers* – Signals and Systems Spring 2016
- On a team of two that wrote software to communicate string messages via a two-tone waveform that is transmitted through one computer's speakers and received through another computer's microphone
- Kuky** – *Anonymous Haiku Forum* – Mobile Prototyping Fall 2015
- On a team of four that created an anonymous haiku forum for Android users
 - Created mockups for the front end design and worked on NodeJS API endpoint implementation
- Kyzzr** – *Virtual Torch Passing Mobile Application* – Software Design Spring 2015
- Contributed to the web stack for a social game involving Android users exchanging virtual torches via NFC
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Skills

Languages	Python, JavaScript, HTML, CSS, Java, and Arduino C
Software	Git, MATLAB, JIRA, L ^A T _E X, KiCad, Azure, Sibelius, and Serato
Hardware	PCB assembly tools, oscilloscopes, soldering irons, DSLRs, and professional audio equipment

Activities

- PowerChords** – *a cappella group* Fall 2014 - present
- Music director (2016 - present), assistant music director (2015) of auditioned a cappella group
 - Run rehearsals, help out with and keep track of arrangements and overall musical and performance timeline
- Stay Late and Create (SLAC)** – *collaborative workspace organization* Fall 2015 - present
- Member of leadership team that organizes and plans weekly events for students to share skills, test new ideas, and work on collaborative projects