

Bennett Samuel Lin

Full-Stack Web and iOS Developer

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+ overview

I have two years of combined experience as a full-stack Web and iOS developer, with a background in music theory and composition.

+ experience

General Assembly

Full-Stack Web Developer

Seattle, WA

Mar 2015 to Current

- used front-end tools and libraries including jQuery, Bootstrap, and Three.js
- used back-end MVC frameworks including Node.js, Express.js, and Ruby on Rails
- worked with third-party APIs such as Facebook and Twitter
- managed PostgreSQL databases and deployed to Heroku

Code Fellows

iOS Teaching Assistant

Seattle, WA

Aug 2014 to Oct 2014

- assisted students with coding assignments

Perspectives of New Music

Subscriptions Manager and Typesetter

Seattle, WA

Apr 2013 to Apr 2014

- edited and typeset academic papers for flagship music theory journal
- managed MySQL database and wrote documentation
- created analytical graphs in Illustrator

University of Washington School of Music

Instructor, Teaching Assistant, Research Assistant

Seattle, WA

Sep 2011 to Jun 2013

- coordinated with department to create music theory curriculum for undergraduates
- taught lessons in aural skills tailored to needs and abilities of individual students
- assisted faculty in researching and compiling sources for scholastic publication

+ projects

Aptitune (Ruby on Rails, D3.js)

- Test your knowledge of music artists by listening to brief audio clips.
- one-week project, four-person team using Agile methodology
 - fetches JSON data and streaming audio from Spotify's Web API
 - authentication with bcrypt or OAuth (Facebook, Google, LinkedIn, and Twitter)
 - aggregates and visualizes data from quiz results using D3.js library

Bobtail Method (Express.js, Node.js)

- Compose pop melodies while giving and receiving feedback from your friends.
- uses Sequelize module to manage PostgreSQL database
 - uses Passport module for Facebook OAuth and to retrieve friends lists
 - renders music notation as SVG graphics using abcjs JavaScript library
 - audio signal processing through HTML5's Web Audio API

HearthSpeak (iOS)

- View any Hearthstone card by speaking its name into your device.
- asynchronous downloads and callbacks using NSURLSession
 - fetches JSON data from MediaWiki's RESTful API
 - uses the OpenEars speech recognition toolkit

CoinFinder (iOS)

- An app for metal detector enthusiasts to record locations and take photographs of their finds.
- uses Core Data, Core Location, and Map Kit frameworks
 - uses Apple's camera and photo library functionality

ColorScales (iOS)

- Play music scales of any equal temperament up to 48 ET.
- Core Audio signal processing
 - interface accommodates simultaneous taps and swipe gestures
 - includes C++ methods and pre-ARC classes

+ education

General Assembly

Web Development Immersive 2015

Code Fellows

iOS Development Immersive 2014

Ruby on Rails Foundations 2013

University of Washington

Master of Arts (M.A.) Music Theory 2013

City University of New York, Hunter College

Master of Arts (M.A.) Music Composition 2010

+ skills

Web

jQuery
Ajax
AngularJS
Node.js
Express.js
Ruby on Rails
PostgreSQL
SQLite
HTML5
CSS3
JavaScript
Bootstrap
D3.js
Three.js
RSpec
Git
GitHub
Heroku
Illustrator
Photoshop
Agile
MongoDB
Sails.js

iOS

Objective-C
Swift
Interface Builder
Auto Layout
Core Data
Core Location
Map Kit
Core Audio
AV Foundation
Sprite Kit
Grand Central Dispatch
pre-ARC
XCTest