

Lily E. Lin

(925) 360-2803 | lilyelin@gmail.com | www.linkedin.com/in/lilyelin

objective

To seek career dev. in product management and technology policy combining experience in engineering, design, leadership, research, and empathy

languages

mandarin/english
spanish & taiwanese

skills

Project Management,
Leadership Develop.
Campaign, Lobbying,
Photography

programming

Python, C, Java,
JavaScript (D3.js),
SQL, PostgreSQL, Git
R, UNIX, Matlab,
Arduino, Labview,
CSS3 & HTML5

interests

product management,
human centered des.,
UI/UX, data science,
entrepreneurship,
healthcare, policy,
cybersecurity, IoT,
civic technology,
tech. for social good,
brain machine int.

education

- 2017–2019 **Master in Information Management and Systems** UC Berkeley
In Progress
- 2007–2012 **B.A. Physics, Computer Science, Molecular Cell Biology** UC Berkeley

experience

- 2017 **Software Engineer** 802 Secure
Software development and design for UI interface of new product in radio-frequency detection security services.
- 2014–2016 **Co-founder, Software Engineer** Eusemble
Created prototype for a cloud based project management and collaborator recruitment platform with automated search and scheduling functionality.
- 2013–2014 **Software Engineer** E la Carte
Designed ETL and built datawarehouse of company-wide business intelligence platform for daily metrics monitoring and data visualization front-end, bringing business analysis time from weeks to hours. Improved POS menu user interface increasing customer retention.
- 2013 **Code and Design Specialist** Spiral Devices
Managed, designed UI/UX, built, and ran QA of a biomedical prototype for cellular injection in vivo for gene therapy applications.
- 2008–2012 **Crisis Director** UC Berkeley Model United Nations
Created first collegiate simulation on Cyberwarfare. Trained over 100 future crisis directors, conference chairs, and officers in crisis management and response, public speaking, strategy, research, and media engagement.
- 2009–2011 **Machine Shop Manager & HCI Engineer** Cal Berkeley Solar Vehicle Team
Project managed creation of vehicle suspension. UI/UX design and build of dashboard human control interface of Impulse, which placed 20 out of 37 at the 2011 World Solar Challenge in Australia.

projects

- 2017 (IP) **Cal City, Team Member** Hacking 4 Impact Course Project
Using Lean Launchpad methodology to solve social challenges. Cal City will tackle the problem of data usage in scenario urban land planning.
- 2012 **Undergraduate Research Assistant** Clarke Lab, UC Berkeley
Created data visualization of 3D images via quantum flux for a low-field FMRI
- 2008-2010 **IT/Media Director** UC Berkeley ASUC External Affairs Office
Worked on passing the DREAM Act, limiting tuition hikes, and mental health awareness campaigns.