

Ryan Jin

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Education

Gothenburg, Sweden

Chalmers University of Technology

Fall 2021 - Ongoing

- **Program:** Computer Science and Computer Engineering (Current average grade: 4.44/5)
- **Relevant coursework:** Introduction to functional programming | Introduction to computer engineering | Introduction to object-oriented programming | Machine-oriented programming | Computer communication | Computer science and engineering project | Data structures and algorithms | Digital Design | Computer system engineering | Introduction to Data science and AI

Experience

Production Operator

Hasselblad

06/2023 - Current

- Handle various issues with different camera models. Troubleshooting problems and repairing the damaged cameras.
- Help assemble multiple camera models and test them to ensure that each camera meets quality standards before shipment to the end-user.

Programming Instructor

Hello World!

06/2022 - 11/2023

- Teaching and introducing children and youth to programming and digital creation.
- Primarily taught Python and game development with Lua.

Fast food worker

Liseberg

06/2021 - 08/2021

- Worked at the cash register, taking orders and answering any questions asked by the customers.
- Worked in the kitchen preparing food orders.

Junior badminton coach

Göteborgs Badminton Klubb

08/2018 - 06/2019

- Responsible for leading practice sessions for a youth group once a week.
- This entailed planning the practice sessions and creating a good cohesion within the group.

Skills

- **Programming languages:** Python | Typescript | Javascript | HTML/CSS | C | Haskell | Java | Rust
- **Libraries/Frameworks/Developer tools:** Numpy | Pandas | Matplotlib | ReactJS | NodeJS | Express | git | Linux | LaTeX
- **Others:** Driver's License (Category B)

Projects

Personal website

- [www.r-jin.dev](#) (Read more about the page [here](#))

Alarm system (Computer science and engineering project)

- Developed an alarm system using single-board computers in a project group.
- The system was programmed using the C language.
- Apart from the development of the system I was also responsible for planning and version control using git and GitHub within the group.

One-Page (A startpage for your web browser)

[GitHub Repository](#)

- Developed a startpage for the web browser using the ReactJS and Styled Components frameworks, where users can add links and view the temperature.
- The page fetches weather data from the OpenWeather API and a random quote from the quotable API.

Research website

[GitHub Repository](#)

- A website designed and developed for the Dept. of Rheumatology and Inflammation research team based in Gothenburg using HTML, CSS and Vanilla Javascript.

Boids Simulation

[GitHub Repository](#)

- Implemented a Boids simulation in Python using the Pygame game library.

Conway's Game of Life

[GitHub Repository](#)

- Implemented John Conway's Game of Life in Python using the Pygame game library.