

Michael Tin

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EDUCATION

University of California, Riverside (UCR)

Sep 2021 – Jun 2025

Bachelor of Science in Computer Engineering

Riverside, CA

- Courses: Data Structures and Algorithms, Software Engineering, Operating Systems, Artificial Intelligence, Compiler Design, Computer Architecture, Assembly Programming, Embedded Systems, Digital Logic Design

SKILLS

Languages: Python, Java, C, C++, C#, Rust, JavaScript, HTML/CSS, SQL, MATLAB, Verilog, Assembly

Frameworks: React, React Native, Angular, Flutter, Electron, Tauri, PyTorch, TensorFlow, NumPy, GoogleTest

Developer Tools: Git, GitHub, Visual Studio Code, Visual Studio, Xcode, Vim, CMake, QEMU, MongoDB, AVR

EDA and Simulation Tools: PSpice, Capture CIS, Vivado, ModelSim, Synopsys Custom Compiler, GTKWave

PROJECTS

Scansheet | *Express.js, JavaScript, React*

Sep 2025 – Nov 2025

- Developed a full-stack attendance management system to streamline classroom attendance tracking, improving data accuracy and reducing administrative overhead in educational settings.
- Engineered a scalable QR-based infrastructure and robust data portability tools, including automated CSV/PDF reports, multi-parameter filtering, and custom badge generation for users.

MoodJourney | *Rust, Tauri, JavaScript, React*

Apr 2025 – Jun 2025

- Developed a modern journaling application, featuring a dynamic and responsive UI, data visualization for mood trends, customizable theming, and audio transcription using an on-device WhisperAI model.
- Integrated the Google Gemini API to build a conversational Assistant that uses journal context to enable personalized responses, deeper user self-reflection, and actionable insights based on historical sentiment.

Tower Titans | *C#, Unity*

Apr 2025 – Jun 2025

- Developed a 2D, top-down Unity tower defense game within a modular, event-driven framework where players strategically deploy and upgrade towers to defend a map against waves of increasingly challenging enemies.
- Implemented a procedural enemy spawner for 50 difficulty-scaled levels and a tower upgrade system, utilizing a node-based architecture for branching perk paths and integrated currency transactions.

EXPERIENCE

ELOP Tutor

Aug 2025 – Present

Riverside STEM Academy

Riverside, CA

- Direct daily technical operations for Science Olympiad, Math Olympiad, and FIRST Lego League Challenge, managing scheduling, resource allocation, and student engagement for over 100 participants.
- Enforce strict laboratory safety standards and equipment handling protocols to guarantee a compliant, secure learning environment during hands-on fabrication and electronics testing initiatives.

Director

Oct 2022 – Jun 2025

Change in Scientific Importance for Youth (Delta SIFY)

Riverside, CA

- Founded and led the Highlander Invitational, UCR's annual Science Olympiad competition, growing it into the Inland Empire's largest STEM tournament and reaching over 2,000 students across three years.
- Directed the Science Olympiad Coaching Program at Riverside STEM Academy, recruiting, onboarding, and managing the weekly schedules of 25 volunteers to mentor a group of 50 middle school students.
- Implemented robust training and quality assurance protocols for a team of 300 volunteers, overseeing the efficient execution of logistics and preparation across all program initiatives.

Technology Director

Sep 2022 – Jun 2025

The Highlander Newspaper

Riverside, CA

- Engineered hardware and network infrastructure for UCR's student-run newspaper, providing on-demand technical support and workflow training to ensure minimal downtime during weekly production.
- Devised a website optimization strategy centered on content delivery optimization, reducing website latency by 82.8% and growing readership by 73.3% to 40,000 monthly average users (MAUs).