Derrick (Chun-Che) Lin

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Education

University of Illinois Urbana-Champaign

Master of Computer Science

National Taiwan University

B.S.E. in Electrical Engineering Minor in Economics

EXPERIENCE

American Express

 $Software \ Engineer$

- Improved caching resilience for digital banking services.
- Designed and implemented high-performance API and system of record functions using **Java Vert.X**, processing **2k debit transactions per hour**.

LINE

Software Engineer Intern

- Architected and implemented a scalable **microservices** architecture for serving **150 million users** globally.
- Created **CI pipelines** building **Docker images** and measuring code quality with **SonarQube**, automated deployment to **Kubernetes** clusters with **ArgoCD**, and monitored with **Grafana** and **Prometheus**.
- Developed **REST** and **gRPC** APIs in **Go** with **90% test coverage**, and enhanced code modularity and reusability with **dependency injection** and the service / repository pattern.
- Designed and implemented a high-performance data retrieval and storage system, utilizing cronjobs for automation and multithreading for efficient transfer of 27M records from Amazon S3 to Redis in under 10 minutes.

Yahoo

Production (DevOps) Engineer Intern

- Trained an \mathbf{ML} model to predict if an incident needs manual review or intervention.
- Created a **CI pipeline** to periodically fetch incident data from ServiceNow, classify incidents using the trained ML model, and update to Google Sheets, **reducing manual monitoring time by 30 minutes per day**.

RushPay

Software Engineer Intern

- Built a unified platform integrating multiple ordering methods, payment systems, and delivery services, serving over 200 restaurant owners and 10k customers.
- Developed full-stack features using jQuery and Laravel, with MySQL and MongoDB for storage.

PUBLICATIONS

- C. -C. Lin, Y. Chiang, and H. -Y. Wei, "Multi-Service Edge Computing Management with Multi-Stage Coalition Game Task Offloading," IEEE TNSM, 2024
- C. -C. Lin, Y. Chiang, and H. -Y. Wei, "Collaborative Edge Caching with Multiple Virtual Reality Service Providers Using Coalition Games," 2023 IEEE WCNC, Glasgow, United Kingdom

Projects

Live Classroom Monitoring with Embedded System and Cloud

https://github.com/dlccyes/LF2

- Developed a real-time face and emotion recognition system using **AWS Rekognition** on **Jetson Nano**.
- Built a web dashboard to visualize data using **Vue** and **Flask**, with **DynamoDB** as the data store.
- Created a CI/CD pipeline with Github Action to build and deploy the application to AWS EC2.

Full Stack Spotify Stats Site

https://playlastify.web.app/

• Built a web app interacting with Spotify API to visualize users' Spotify stats, serving **300 monthly users**.

Illinois, USA Jan. 2024 – present

Taipei, Taiwan Sep. 2019 – Jun. 2023

> Phoenix, AZ Jan. 2024 - present

Taipei, Taiwan

Taipei, Taiwan

Jul. 2022 - Aug. 2022

New Taipei, Taiwan

Jul. 2021 - Dec. 2021

Flask, Vue, Jetson Nano, AWS, ML

Django, jQuery, GCP

Sep. 2022 - Jun. 2023