James Lin

Software Engineer

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Experience

SOFTWARE ENGINEER   July 2019 – present
Palantir Technologies

- Helped develop and improve Palantir's deployment infrastructure.

SOFTWARE ENGINEER INTERN   May 2018 – Aug 2018
Palantir Technologies

- Helped develop and improve Palantir's continuous deployment tooling.

STUDENT INSTRUCTOR   May 2017 – Dec 2018
University of California – Berkeley

- Created and led a student run course on virtual reality and Unity development for Berkeley students. Course site: vr.berkeley.edu/decal

AI SOFTWARE ENGINEER INTERN   May 2017 – Aug 2017
Infinity Ward

- Designed and implemented the final boss fight in Call of Duty: Infinite Warfare DLC4. Gameplay video: youtu.be/eBDUbGkpoks

PROJECT LEAD   Sept. 2015 – May 2017
Virtual Reality @ Berkeley

- Led teams in building immersive experiences for virtual reality systems.

Education

UNIVERSITY OF CALIFORNIA – BERKELEY   2018 – 2019
Electrical Engineering and Computer Science M.S.

UNIVERSITY OF CALIFORNIA – BERKELEY   2015 – 2018
Computer Science B.A.

Projects

- **Temporal IK** – human pose estimation for virtual reality applications
- **Augmented Annotations** – 3D data collection & labeling via augmented reality
- **VR DeCal** – semester long class on virtual reality design & development
- **AR for the Visually Impaired** – audio-based guidance app for the blind
- **Window** – integration framework for connecting VR & AR experiences
- **VR Halloween** – 5-10 minute horror experiences for VR
- **Virtual Campanile** – playable recreation of Berkeley's carillon in VR
- **ISAACS** – Immersive Semi-Autonomous Aerial Command System