

Andy Lin

andylin@nyu.edu | (212) 740-9513 | [linkedin.com/in/andylin2004](https://www.linkedin.com/in/andylin2004) | github.com/andylin2004 | andylin.tech

EXPERIENCE

Chamberlain Group iOS Mobile Software Engineer | Oak Brook, IL March 2026 – Present

- Developed and shipped customer-facing features for myQ Residential's iOS app, used by over 15 million users worldwide to connect to Chamberlain's line of residential Internet of Things products.
- Built a redesigned and re-engineered unified live camera and history event player with Swift, SwiftUI, and UIKit, enabling seamless switching between live video and event recordings.
- Re-engineered the unified live camera and history event player architecture by decoupling event playback from history data sources, improving modularity and simplifying support for different history sources.
- Collaborated on the specification and implementation of OpenTelemetry tracking in both the legacy history event player and unified live camera and history event player to track and effectively analyze launch performance and failures across different feature flag configurations.
- Contributed to an 80% faster launch time for the cold-launch push notification to event playback use case by implementing a parallel loading pipeline that decoupled event video fetch from event metadata and history list fetches.
- Wrote comprehensive unit tests with Swift Testing to ensure correctness in parallel loading behavior in both optimal and suboptimal cases and to ensure no regressions in player behavior.
- Collaborated cross-functionally with product managers, designers, and engineers to design, implement, and iterate on playback features and signifiers to drive user engagement.

Chamberlain Group iOS Mobile Software Developer Intern | Oak Brook, IL May 2025 – August 2025

- Researched and tested various generative AI models and workflows in the software development process of the myQ Residential app, resulting in a 20% increase in developer productivity by accelerating the initial UI implementation process.
- Built experimental versions of a redesigned Discover myQ screen for the myQ app in Swift and SwiftUI, with a MVVM architecture for modularization and separation of concerns and unit testing in Swift Testing with dependency injection.
- Consulted leadership and engineers, including offshore teams, on the appropriate usage of generative AI models, and the development of new features and bug fixes to the existing myQ Residential app.

PROJECTS

Test Timer | Swift, SwiftUI, UIKit, Mac Catalyst, Core Data, StoreKit April 2021 – Present

- Designed and built a SwiftUI app for Apple devices that allows users to keep track of their time on practice exams based on the number of questions remaining and the amount of time remaining. Previous versions of the app relied partially on UIKit and Mac Catalyst to support multiple window support on iPadOS and native toolbars on macOS.
- Integrated the Live Activity API into the app so users can keep track of their timer and number of questions remaining on their Lock Screen or in the Dynamic Island.
- Integrated the StoreKit API to implement a payroll for features such as saving and loading preset timer configurations into a database (with the Core Data framework) and app theming.

SKILLS

- **Languages:** Swift
- **Frameworks:** SwiftUI, UIKit, AppKit, AVFoundation, Combine, Core Data, StoreKit, Live Activity API
- **Unit Testing:** Swift Testing, XCTest

EDUCATION

New York University Tandon School of Engineering | New York, NY
Bachelor of Science in Computer Science

December 2025

Stuyvesant High School | New York, NY
Advanced Honors Regents Diploma

June 2022