SCOTT LIN

Full Stack Software engineer & Game developer

Junior at Kent School with a strong interest in software engineering and mobile game development. Current Co-founder & CTO of Takina Space.

CONTACT

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WORK EXPERIENCE

TAKINA SPACE, Tokyo, Japan / Remote — *Chief Technology Officer (CTO) / Co-founder*
October 2024 - Present

- Founded and scaled the technical foundation of an AI-driven startup focused on automating industrial production workflows.

- Led a multidisciplinary engineering team (AI/ML, backend, DevOps) and collaborated closely with PMs to define product strategy, technical architecture, and delivery milestones from prototype to production.

- Conducted R&D and deploying enterprise-grade AI/OCR systems capable of real-time processing in high-throughput factory production lines.

- Architected scalable backend systems using microservices, containerization (Docker/Kubernetes), and cloud infrastructure (AWS) to ensure high availability and fault tolerance.

- Developed NLP-powered agents capable of converting natural language instructions into SQL queries, dramatically reducing the learning curve for data analysis tools.

WISDOME AI, Taipei, Taiwan — *Full stack developer & ML Intern*
June 2024 - Present

- Contributed to the development of a Learning Management System (LMS) focused on SAT and AP test preparation.

- Collaborated & developed and fine-tune a proprietary SAT AI model, outperforming ChatGPT-o3's top-tier SAT scoring capabilities. Built models for test generation, personalized recommendations, answer prediction and explanation, and large-scale data processing.

- *QA Automation:* Developed automated tests using Selenium to ensure cross-feature stability. Built UI web scrapers to proactively catch regressions or overlooked visual bugs.

STUDIO ZERO, Atlus Co., Ltd, Remote — *Game Programmer*
June 2024 - Dec 2024

- Engineered C++ resource system with sub-10ms operational latency, eliminating frame drops during intensive gameplay sequences

- Implemented Redis-based persistence layer with custom serialization, achieving near-instantaneous cross-session synchronization

- Optimized memory access patterns to maintain performance under heavy load conditions (boss fights, rapid item usage)

SKILLS

Technical

- Go / Gin
- C++ / Unreal
- Python / PyTorch / NumPy
- C# / Unity / .NET Core
- JavaScript / VueJS / NextJS

Industrial

- Amazon Web Service
- Android Game Development Kit
- Redis
- Postgres
- gRPC / REST / Kafka
- Docker / K8s
- Nginx
- Make / shell / CLI tools

TECHNICAL ACHIEVEMENTS & RECOGNITION

LeetCode Contest (2020 - Current)
Consistent top 100 over 4 years
(Current top 0.49% ranked globally)

LeetCode (2020 - Current)
2272 Problems Solved

Research Paper (2025)
Optimizing Cache-Oblivious DP with Adaptive Memory Access

Solar Car Challenge (2024)
Top 6 Finisher in the Advanced Classic Division

DIMPS CORPORATION, Remote — *Game Programmer*
November 2023 - May 2024

- Resolved critical synchronization issues in player stats system using atomic operations, ensuring consistent client-server data

- Optimized in-game economy transactions by 35% through improved data structures and caching mechanisms

- Collaborated with QA team to identify and resolve 40+ high-priority bugs affecting core gameplay mechanics

アソビモ株式会社 **(ASOBIMO,Inc.),** Remote — *Lead Game Designer*
March 2021 - November 2023

- Managed a team of 7 developers delivering combat and progression systems for Sword Art Online:Last Recollection, an open-world JRPG with 50K+ units sold

- Facilitated weekly cross-disciplinary collaboration between engineering, art, design and QA teams, increasing overall development efficiency by 25%

- Implemented occlusion culling, LOD systems, and mesh instancing to maintain 60fps with 50+ dynamic objects on base console hardware

- Engineered custom UDP networking layer with MagicOnion framework supporting 10,000+ concurrent users with sub-50ms latency

- Created binary delta compression algorithm reducing network bandwidth by 35% on mobile platforms

- Developed asynchronous asset streaming pipeline to eliminate loading screens in open-world environments

株式会社アクリア **(AQURIA Co., Ltd.),** Remote — *Game Programmer & QA engineer*
February 2019 - July 2020

- Reduced network bandwidth by 35% through custom binary serialization

- Designed fault-tolerant system with 99.7% data retention during network issues

- Created testing framework identifying 28% more performance issues across platforms

- Built procedural tools enabling QA to validate 3x more environment variations

PROJECTS

Goload — *Distributed Load Testing Framework*
High-performance load testing tool in Go that simulates thousands of concurrent users across multiple geographic locations. Features real-time metrics, multi-protocol support, and scalable deployment options while maintaining simplicity and ease of use.

ScheduleDB — *NLP Scheduling Application*
Dynamic scheduling application that enables users to create, manage,

and query schedules using natural language. Interprets conversational requests and dynamically modify the database schema based on evolving user needs.

2048 AI — *Game AI Project*
Created an AI solution using expectimax and minimax algorithms to play and solve the 2048 puzzle game.

Lockstep — *Deterministic Multiplayer Framework*
Built a Unity-based implementation for perfectly synchronized multiplayer simulations using deterministic lockstep architecture optimized for x86 processors.

Headhunting Data Service — *Recruitment Management API*
Developed a Spring Boot backend service providing RESTful APIs for recruitment data management, including job listings, candidate profiles, and application processing.

Game Data Hub — *Game Backend Service*
Built a Spring Boot backend service with RESTful APIs for managing game-related data including player profiles, statistics, and leaderboards with database integration and Swagger documentation.

Websites — *Websites for many kinds of services*
Built websites from scratch for services ranging from school clubs to other companies and my startup, using JS, CSS, and HTML.