

# Matthew Lin

Full-stack software engineer interested in building innovative products

## EDUCATION

### University of California, Los Angeles

*Bachelor of Science, Computer Science*

September 2013 - June 2017

## EXPERIENCE

### Apple, Cupertino, CA — Software Engineer

July 2017 - Present

- Developed an automation framework to run data science metrics on the **Apple Watch Series 3** using **numpy**, **matplotlib**, and **Panda**
- Generated useful reports for startup speeds of **Music** and **Radio** apps
- Triage'd various apps for **watchOS 4** to ensure highest quality fixes
- Provided **root cause analysis** of bugs for the **watchOS** organization

### Apple, Cupertino, CA — Software Engineering Intern

June 2016 - September 2016

- Developed a dashboard to analyze **iOS 10** test suites using a **Django** backend, **emberjs** frontend, and **PostgreSQL** database
- Generated **graphical visualizations** of test suites using **c3.js**
- Created a prototype for a companion **iOS app** using **Objective-C**
- **Pitched** an innovative product feature to Senior VP of Marketing

### Taboola, Pasadena, CA — Engineering Intern

June 2015 - August 2015

- Wrote many automated **integration tests** in **Java** to test frontend and backend features using **Selenium** as well as added **Jenkins** support
- Built a testing **framework** that reduced code duplication and clutter
- Developed **utility functions** that selected random test cases and kept track of elapsed time for each test, providing useful analytics
- **Documented** testing features extensively and improved productivity

## PERSONAL PROJECTS

### [Tennis Scorekeeper](#) — Wear application ([iOS](#) and [Android](#))

- **Sports app** that displays and calls out the scores of the user's match

### [Bill Util](#) — Mobile application ([iOS](#) and [Android](#))

- **Utility app** that performs calculations for tips, sales tax, income, and rent as well as converts common currency

### [Keepy-Uppy](#) — Mobile game ([iOS](#))

- **Game** where the goal is to keep the ball in the air as long as possible to score points based on the number of taps and combos generated

(626) 696-0262

[matthewallenlin@gmail.com](mailto:matthewallenlin@gmail.com)

<https://github.com/Darthpwner>

<http://darthpwner.github.io>

## SKILLS

**Python** = Proficient

**Swift** = Proficient

**Java** = Proficient

**HTML/CSS/JS** = Proficient

**C/C++** = Familiar

## AWARDS

**1st Place Winner** ([Hack on the Hill 2](#))

**1st Place Winner** ([IDEA Hacks 2016](#))

**Top 4 out of 167 teams** ([Cal Hacks 2.0](#))

**Best use of IBM Bluemix, Most Entrepreneurially Promising Hack by Perkins Cole, 3rd place for Hack that Best Connects Us by Viasat** ([SD Hacks 2015](#))

**Best Mobile Hack** ([HackSC 2015](#))

## LEADERSHIP

### **UCLA Circle K International - Technology Chair**

March 2016 - March 2017

- Held weekly workshops and developed the [UCLA Circle K website](#), Prezis, and video recaps
- Won 2nd place Outstanding Website Award at DCON

### **Pillow Fight Technology Chair**

March 2014 - January 2015

- Developed the [Pillow Fight 2015](#) fundraising website

### **UCLA ACM - DevOps Committee Chair**

May 2016 - March 2017

- Oversaw the development of two projects (the [iOS checkin app](#) and the [ACM website](#))