

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 for the **Music** and **Radio** apps on the **Apple Watch Series 3**
- **Generated** useful reports for startup speeds of **Music** and **Radio** apps
- **Triaged** 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 **Java** framework using **OOP** and **Selenium** to make it easier to develop test cases by reducing the amount of code written by 50%
- 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

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<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](#) website to raise money for Alexandria House

UCLA ACM - DevOps Committee Chair

May 2016 - March 2017

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

