

# Matthew Lin

Graduating senior with experience in the software engineering industry

## EDUCATION

### University of California, Los Angeles

*Bachelor of Science, Computer Science*

September 2013 - June 2017

## EXPERIENCE

### Apple, Cupertino — 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**

### Taboola, Pasadena — 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

### BuildUCLA, Westwood — Software Developer

January 2015 - June 2015, September 2015 - June 2016, September 2016 - June 2017

- Developed a web application called **eLab-X** used for **file sharing** across various cloud storage devices
- Implemented **front-end design** using **bootstrap CSS** and **angularjs**
- Incorporated a **file opener** from the user's local drive using **HTML** and **PHP** and added support for features such as copying and moving files for the **Dropbox API** and **Google Drive API**
- Used **ScribeAPI's Ruby on Rails** library to transcribe and catalog books

## PERSONAL PROJECTS

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

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

### **Keepy-Uppy** — iOS Swift game (released for [iOS](#))

- Uses **SpriteKit** library for physics, **AVFoundation** for music, and **auto layout** for design

### **Super Hamster Ball** — WebGL JS game (on my [website](#))

- A 3-D platform game that utilizes **WebGL** to form a virtual world of hamsters and obstacles

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<https://github.com/Darthpwner>

<http://darthpwner.github.io>

## SKILLS

C++/C

Java

Swift

HTML/CSS/JavaScript

Python

## 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](#))

