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 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

BuildUCLA, Westwood, CA — 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 via the Dropbox API and Google Drive API
- Implemented front-end design using bootstrap CSS and angularjs
- Used ScribeAPI's Ruby on Rails library to transcribe and catalog books
- Wrote a Python script that converts useful JSON metadata to XML

PERSONAL PROJECTS

Tennis Scorekeeper — Wear application (<u>iOS</u> and <u>Android</u>)

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

<u>Bill Util</u> — Mobile application (<u>iOS</u> and <u>Android</u>)

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

<u>Keepy-Uppy</u> — Mobile game (<u>iOS</u>)

- **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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SKILLS

Python = Proficient

Swift = Proficient

Java = Proficient

HTML/CSS/JS = Proficient

C/C++ = Familiar

AWARDS

1st Place Winner (<u>Hack on the</u> Hill 2)

1st Place Winner (<u>IDEA Hacks</u> 2016)

Top 4 out of 167 teams (<u>Cal</u> <u>Hacks 2.0</u>)

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 (<u>HackSC</u> 2015)

LEADERSHIP

UCLA Circle K International – Technology Chair

March 2016 - March 2017

- Held weekly workshops and developed the <u>UCLA Circle K</u> <u>website</u>, Prezis, and video recaps
- Won 2nd place Outstanding Website Award at DCON

Pillow Fight Technology Chair

March 2014 - January 2015

- Developed the <u>Pillow Fight</u> <u>2015</u> website to raise money for Alexandria House

UCLA ACM - DevOps Committee Chair

May 2016 - March 2017

 Oversaw the development of two projects (the <u>iOS checkin app</u> and the <u>ACM website</u>)