

Marc Lim

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EDUCATION

California State University, Long Beach

Long Beach, U.S.

B.S. Computer Science

08/2021 - 05/2025

Relevant Coursework: Linear Algebra, Data and Discrete Structure, Algorithm, Web programming, User Interface Design

TECHNICAL SKILLS

Languages: C++, Java, SQL, Python, Dart, CSS, JavaScript, HTML, Kotlin, Haskell, Prolog

Tools: MySQL, PostgreSQL, SQLite, Raptor, Vivado, Dev-C++, MongoDB, Figma, Vite, Docker

Framework: React, Flutter, Node.js, Kotlin, Node.js

WORK EXPERIENCE

Soles from Jade | Business Owner, Web Developer

Remote

04/2019 - Present

- Deployed an automated inventory management system using Node.js and **MongoDB** to implement StockX sales chart, reduce stock inconsistencies by 30%, and maximize supply chain efficiency
- **how the system interact with stockX(bulletpoint)**
- Made e-commerce operations to generate **over \$25,000 in total revenue** using data-driven marketing strategies and organized inventory management to maximize profit
- Developed analytics models showing machine learning algorithms to analyze historical sales trends, leading to a nearly 25% improvement in demand - **REWORD IT USING MORE THEN MACHINE LEARNING**

CSULB | Researcher Assistant, Programmer

Long Beach, U.S.

01/2025 - Present

- Built a collaborative platform that enables over 200+ users to manage projects efficiently, while providing a location where users can collaborate with brainstorming ideas
- Implemented an automated project analytics dashboard using JavaScript.js, Firestore, and TypeScript.tsx, providing teams with insights on task progress, user engagement, and contribution, increasing overall productive
- Designed a role-based permission system, securing data access across 100+ active projects with user controls
- Used database queries with NoSQL indexing and (event-driven architecture **REPLACE**), reducing data retrieval times by 40% and ensuring seamless scalability for 500+ concurrent users
- Created automated project workflows that safeguard user data by managing time-limited project creation, role assignments, and consent tracking, ensuring compliance with FERPA & GDPR regulations

COURSE PROJECTS

Tokyo Travel Guide | Software Engineer

01/2025 - Present

- Developed a travel guide website with 15+ interactive pages using Next.js, React, and Tailwind CSS, increasing the user experience with server-side rendering and static generation enhancing engagement
- **Designed to scale for thousands of travelers**, the website aims to become a **go-to digital companion** for Tokyo visitors, offer **real-time AI assistance, dynamic recommendations, and SEO-optimized travel insights** to enhance trips
- Integrated a dynamic fun fact feature using LLM and Firestore, displaying 1,000+ unique facts that refresh each page load, enhancing user engagement
- Integrated Firebase authentication, supporting 100 + monthly active users, allowing personalized travel recommendations and chatbot interactions

Game Match | Lead Developer

08/2024 - 12/2024

- **Optimized a scalable personalized preference system** using **Flutter, Firebase Firestore, and Dart**, allowing users to select from **100+ gaming categories**, dynamically tailoring game recommendations
- Build a scalable subscription model using **Stripe**, featuring a seamless monthly billing system with automated renewals
- Implemented a swipe-based game recommendation system featuring over 300,000 games using APIs, allowing users to like/dislike games and view detailed information, driving personalized engagement
- Automated backend operations using AWS Lambda, making serverless execution and reducing API response time by 45%, ensuring high availability and cost efficiency
- Used **Python, Pandas, and NumPy** to preprocess large datasets from the **IGDB, News, and CheapShark API**, filtering and structuring data for accurate recommendations