Angelina Jillian Lim

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OBJECTIVE

Passionate technologist dedicated to enhancing customer experiences, driving business impact, and creating innovative solutions to real-world problems.

TECHNICAL & PERSONAL SKILLS

- **Development Tools:** Agile Methodology, JIRA, React.js, Node.js, Next.js, Chart.js, Tailwind CSS, Git, Github, Bootstrap, Figma, Adobe Premiere Pro, Panflute, Pandoc, Unity, Charles Proxy, New Relic, Postman Collection
- **Programming Languages:** C, C++, C#, Python, Java, Javascript, HTML, CSS, Swift
- **Soft Skills:** Cross-Functional Team Leadership, Communication, Adaptability, Creativity, Proactive, Growth Mindset
- **Certifications:** Google Cloud Digital Leader, Google: Foundations of Project Management, Board Infinity: Introduction to Technical Writing, LinkedIn: Software Architecture Foundations

EMPLOYMENT

Global Technology Rotational at McDonald's Corporation   July 2024 - Present
Agile, Product Management, Technical Solutioning, Swift, Charles Proxy, GitHub, New Relic   *Chicago, Illinois*
- **iOS Software Engineer - Global Mobile App**   October 2025 - Present
  - Develop and ship customer-facing iOS features for offers and deals within an Agile development workflow
  - Partner with cross-functional teams to analyze requirements and deliver high-quality product increments
  - Manage development lifecycle via JIRA, from implementation to testing, code reviews and release
- **Associate Technical Lead - Global Mobile App**   March 2025 - October 2025
  - Drove technical solutioning for 600+ development tickets supporting McDelivery on Android/iOS platforms
  - Led triage bug intake process, prioritizing issues based on customer impact, severity, and operational risk
  - Identified root causes using Charles Proxy, Postman Collection, Firebase and New Relic
- **Product Manager - Point of Sale System and Kiosk Requirements**   July 2024 - February 2025
  - Wrote clear and precise feature requirements through story writing on Confluence for stakeholder alignment
  - Conducted on-site user acceptance testing to validate features and optimizing store operational efficiency

Software Developer at University of California, Davis   September 2023 –April 2024
Python, Javascript, Pandoc, Markdown, HTML, CSS   *Davis, California*
- Built an open sourced, offline, interactive textbook used to modernize Computer Science Education
- Implemented UI/UX through the compilation of an HTML file using Python, Javascript, Bootstrap, Pandoc and Markdown to enhance readability and flow
- Designed accessibility features including adjustable text size, light/dark mode, terminal access, and text-to-speech

PROJECTS

Events Analytics Webpage for Pitchbooking, LLC | *React.js, Chart.js, Node.js, HTML & CSS, UI/UX, Project Management*
Software Engineer Intern for Pitchbooking - Edinburgh, Scotland
- Developed events analytics webpage serving a user base of 1,000+ sports facilities across the UK and Ireland
- Utilized Figma, React.js and Chart.js to design user-friendly, interactive charts, enabling efficient tracking of bookings, revenue, and event utilization

LEADERSHIP & ACTIVITIES

Social Pillar Lead - McDonald's Corporation Early Talent Community Council   November 2024 - December 2025
- Lead strategic planning for community-building initiatives to increase engagement and belonging for early talent
- Execute 50+ events that foster engagement, networking, and a sense of belonging for the community

Project Manager of TEDxUCDavis   Sep 2020 - April 2024
- Directed 5 cross-functional teams to deliver large-scale annual TEDx events serving 5,000+ attendees over 4 years
- Managed timelines, stakeholder communication, and event operations to promote innovation and community impact

EDUCATION

University of California, Davis   June 2024
Bachelors of Science in Computer Science   GPA: 3.91
Minor in Technology Management & Global Studies, University Honors Program, Dean's List