

MATT LIM

mlim@caltech.edu ◊ (925) · 639 · 4576 ◊ 1200 E. California Blvd, Pasadena CA, 91126

EDUCATION

California Institute of Technology

2013 - 2017

B.S. in Computer Science

Overall GPA: 4.0

TA for EE150: Digital Ventures Design

Caltech Basketball team 13-14

Coursework: • Algorithms/Complexity: CS21, CS38, Ma6a • Operating Systems: CS24, CS124
 • Databases: CS121, CS122 • Machine Learning: CS155, CS156a, CS156b

SKILLS & ABILITIES

Computer Languages

C, C++, Python, Java, SQL, Scheme, MATLAB, R

Technologies & Platforms

Apache Spark, ANTLR, AWS, Android, libGDX

Tools

Vim, Git, SVN, Bash, Inkscape, L^AT_EX

EXPERIENCE & PROJECTS

Intern at Salesforce

Summer 2015

Developer

San Francisco, CA

- Worked on backend of platform for batch big data processing.
- Performance tested JSON/Avro serialization in Spark pipeline.
- Worked on designing new language to act as intermediary between UI and HiveQL.
- Analyzed high level Salesforce use case and converted the corresponding SQL stored procedures to our new language.
- Wrote ANTLR grammar for new language, along with logic to convert it into the corresponding HiveQL.

Intern at Aspera

Summer 2014

iOS Developer

Emeryville, CA

- Brought company's main app, Faspex, to an iOS 7 release. Large refactors in UI and video encoding.
- Developed two sample apps in Swift to demonstrate proper use of Aspera's iPhone SDK.
- Created a Share Extension for Faspex data transfers and a Document/File Provider Extension for Faspex file sharing.

Netflix Challenge

Spring 2015

Student

California

- Worked in team of 3 on the Netflix Challenge - predicting user ratings of movies given dataset of prior ratings.
- Blended SVD, SVD++, timeSVD++, RBM to beat Netflix's performance by 8%.
- Heavily optimized for fast epochs. Pre-processed the data, aggregated computations, and focused on cache friendliness.

Stairs - stairsthegame.com

January 2014 - August 2014

Creator

California

- Developed an original "infinite stepper" game with 8 game modes, 5 level types, and custom music and icons.
- Created using the Java libGDX framework. Available for iOS, Android, and Desktop.
- 3000+ downloads.

GoogleJump Mentorship Program

Summer 2014

Participant

California

- Worked with 2 other participants and a Google engineer mentor to create Aux, an Android app that utilizes the Places and Location APIs in order to smartly and automatically toggle various phone settings.
- Used a SQLite database to support custom profiles that dictate how the phone behaves under certain actions/locations.

ADDITIONAL INFORMATION

Additional Projects

Othello AI (6th place out of 60+ Caltech students), Caltech Open (Android app that tells students if and when buildings and services are open), OmNotify (Android notification app)

Miscellaneous

Lifeguard, Red Cross and CPR Certified, Basketball Coach