MATT LIM

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EDUCATION

California Institute of Technology *2013 - 2017*

B.S. in Computer Science

Overall GPA: 3.93

Caltech Basketball team

Relevant Coursework:
- Intro to Programming Methods
- Decidability and Tractability
- Intro to Algorithms
- Linear Algebra

SKILLS & ABILITIES

Computer Languages	Java, C, C++, Objective-C, Swift, Python, SQL
Technologies & Platforms	Android, iOS, libGDX (game development framework)
Operating Sysems	Linux, OS X
Tools	Vim, Git, SVN, Terminal, Xcode, Android Studio, Inkscape, Eclipse, LaTeX

EXPERIENCE & PROJECTS

Intern at Aspera June 2014 - September 2014

iOS Developer *Emeryville, CA*

· Brought company's main app, Faspex, to an iOS 7 release. Involved working across a large code base, and implementing bug fixes and enhancements (mainly in the realms of UI and video encoding).
· Developed two sample applications in Swift to demonstrate proper use of Aspera's iPhone SDK.
· Created a Share Extension in Swift that transfers data of any UTI using Faspex.
· Developed a Document/File Provider Extension in Swift that lets other apps access files stored by Faspex.
· Applied constraints to existing storyboards to make them suitable for all screen sizes (including iPhone 6).
· Also... implemented an Oauth + SAML flow; researched and tried Swift/Objective-C documentation tools (doxygen, headerdoc, appledoc, jazzy); touched on Core Data, file coordination, and iCloud integration.

OmNotify - goo.gl/r48e60 Summer 2013

Founder & Developer *California*

· An Android Application that makes, augments, edits, and stores notifications.
· Notifications can be made with custom vibrations, alarms, reminders, and schedules.
· Notifications with alarms and vibrations can be sent via SMS to other phones.
· Notifications can be edited, and are stored in a viewable archive (backed by SQL database).
· Also a fully functioning SMS client that can setup scheduled/automated SMS messages.

Stairs (the game) January 2014 - Present

Developer *California*

· An original "infinite stepper" game with 8 game modes, 5 level types, and custom music and icons.
· Created using the Java libGDX framework. Will be available for iOS, Android, and Desktop.

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.
· Aux supports custom profiles that dictate how the phone behaves under certain actions and/or locations.

ADDITIONAL INFORMATION

Lifeguard, Red Cross and CPR Certified, Basketball Coach, Slader Online Math Tutor