

MATT LIM

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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

Relevant Coursework:

- CS38: Intro to Algorithms
- CS24: Intro to Computing Systems
- CS122: Database System Implementation
- CS156b: Machine Learning Systems

SKILLS & ABILITIES

Computer Languages

Java, C, C++, Python, SQL, Scheme, Objective-C, Swift,

Technologies & Platforms

Apache Spark, ANTLR, AWS, Android, iOS, libGDX

Operating Systems

Linux, OS X

Tools

Vim, Git, SVN, Terminal, 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.

Stairs - stairsthegame.com

January 2014 - August 2014

Developer

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.

OmNotify

Summer 2013

Founder & Developer

California

- Developed an Android app that makes, augments, edits, and stores notifications.
- Notifications allow custom vibrations, alarms, reminders, and schedules.
- Notifications can be sent to SMS contacts.

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), Simple SMS (Android SMS client)

Miscellaneous

Lifeguard, Red Cross and CPR Certified, Basketball Coach