

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

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

SKILLS & ABILITIES

Computer Languages	Python, C, C++, Java, SQL, HiveQL, Haskell, Scheme, MATLAB, R
Technologies & Platforms	AWS, Android, libGDX, ANTLR, Apache Spark
Tools	Vim, Git, Mercurial, SVN, Bash, Inkscape, L ^A T _E X

EXPERIENCE & PROJECTS

Intern at Facebook

Summer 2016

Backend Developer on CRM Graph

Menlo Park, CA

- Extended and optimized machine learning pipelines to improve internal usage of Facebook's business graph.
- Used Python and HiveQL to architect logistic regression into our data pipelines.

Contractor for WinnersView

Spring 2016

Contractor for Analytics Startup

California

- Met and discussed with peers and higherups to formulate captivating sports stories centered around data.
- Performed data analysis in R to determine the statistical support for an assigned story.

Intern at Salesforce

Summer 2015

Developer on Salesforce Thunder

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.

ADDITIONAL INFORMATION

Additional Projects Othello AI (6th place out of 60+ Caltech students), Stairs (infinite scrolling game for iOS, Android, and desktop), OmNotify (Android notification app)

Miscellaneous Lifeguard, Red Cross and CPR Certified, Basketball Coach