

# Matt Lim

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## School

California Institute of Technology, 2013 - 2017

B.S in Computer Science, Minor in English

4.0 GPA

TA for [EE150](#), [CS156a](#), [CS122](#), [CS156b](#)

## Work Experience

**Intern@Facebook** *Summer 2016*. Worked with the CRM Graph team to extend and optimize machine learning pipelines, improving internal usage of Facebook's business graph using Python and Hive.

**Contractor@WinnersView** *Spring 2016*. Discussed with peers and higherups to formulate captivating, data-centered sports stories. Performed data analysis in R to determine the statistical support for an assigned story.

**Intern@Salesforce** *Summer 2015*. Designed a language to act as an intermediary between a UI and HiveQL. Wrote an initial ANTLR grammar for the language.

**Intern@Aspera** *Summer 2014*. Wrote large refactors in UI and video encoding, bringing the company's main app to an iOS 7 release. Developed two sample apps in Swift to demonstrate proper use of Aspera's iPhone SDK.

## Projects

**GPU Computation** Wrote parallel implementations of stochastic Monte Carlo methods for option pricing, as well as CUDA implementations of kernel convolution and gaussian filters.

**Machine Learning** Worked in a team of 3 on the Netflix Challenge. Blended SVD, SVD++, timeSVD++, and RBM to beat Netflix's performance by 8%.

**Operating Systems** Built a multi-threaded operating system from scratch that supports kernel threads, user programs, caching, garbage collection and a filesystem implementation.

**Games, Apps, and Websites** Built games using brick, love2d, and libGDX. Built a variety of Android apps centered around notifications and SMS. Built a variety of simple websites, including an online Omnichord.

## Languages

Proficient in Python, Haskell, C++, C, Java, Javascript, ReactJS, PHP, Lua, SQL, HTML, CSS, Matlab