MATT LIM

mlim@caltech.edu ⋄ (925) · 639 · 4576 ⋄ 1200 Dale Ave, Mountain View CA, 94040
https://github.com/arcticmatt/

EDUCATION

California Institute of Technology *2013 - 2017*
B.S. in Computer Science, Minor in English
Overall GPA: 4.0

TA for EE150, CS156a, CS122, CS156b
Caltech Basketball team 13-14

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

SKILLS & ABILITIES

Computer Languages Python, Haskell, C++, C, Java, Javascript, Lua, SQL, HTML, CSS, MATLAB
Tools & Frameworks Vim, Git, Mercurial, Bash, Inkscape, LaTeX, React, love2d

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 Hive to architect logistic regression into data processing pipelines.
· Developed and tested new features for machine learning models.

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*

· Designed a new language to act as an intermediary between UI and HiveQL.
· Analyzed a high level Salesforce use case and converted the corresponding SQL stored procedures to the new language.
· Wrote an ANTLR grammar for the new language, along with logic to convert it into 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)