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 - stairsthegame.com 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

Additional Projects	Othello AI (6th place out of 60+ Caltech students), Caltech Open (Android app that lets students know if and when Caltech buildings and services are open), Simple SMS (simple Android SMS client)
Miscellaneous	Lifeguard, Red Cross and CPR Certified, Basketball Coach, Slader Online Math Tutor