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
- Databases: CS121, CS122
- Computing Systems: CS24
- Machine Learning: CS155, CS156a, CS156b

SKILLS & ABILITIES

Computer Languages	Java, C, C++, Python, SQL, Scheme, MATLAB, Objective-C, Swift
Technologies & Platforms	Apache Spark, ANTLR, AWS, Android, iOS, libGDX
Tools	Vim, Git, SVN, Bash, Inkscape, LaTeX

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.

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.

Stairs - stairsthegame.com   January 2014 - August 2014
Creator   *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.
· 3000+ downloads.

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), OmNotify (Android notification app)
Miscellaneous	Lifeguard, Red Cross and CPR Certified, Basketball Coach