

Darren Lim

Software Developer
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Skills

Languages: Python, C#, Java, C++

Technologies: Microsoft Visual Studio, Unity 3D, Vim, Git, Github, Eclipse, Jupyter Notebook, PyCharm, Powershell, Trello, Slack

Developed Applications

Search Engine

Feb 2020 – Mar 2020

Programmer – github.com/dartren01/SearchEngine – *Simple Search Engine*

- Reduced search speed to **under 300 milliseconds** by implementing multithreading and duplication detection.
- Developed an inverted index to **store over tens of thousands** of web pages for higher search engine efficiency.
- Decreased memory load to under 60% the size of the index by offloading smaller partitions onto the disk.
- Improved document search precision and accuracy by integrating term frequency - inverse document frequency (TF-IDF) and cosine similarity scoring.

Dogs Vs. Cats: Space Edition

Sep 2019 – Mar 2020

Project Lead – github.com/dartren01/Dogs-Vs-Cats-Space-Edition – *Bullet Hell Mobile Game*

- Designed **core in-game logic** and gameplay experience using **C#** in **Unity3D**.
- Boosted CPU performance through object pooling to reduce unnecessary garbage collection.
- Achieved replay value by implementing a score system and an innovative game mechanic.
- Enhanced software performance by **conducting playtests** to document accuracy, consistency, and completeness.
- Delegated tasks to each team member to increase production rate and keep progress in check.

Allbirds Shop Bot

Jun 2019 – Aug 2019

Project Lead – github.com/dartren01/Allbirds-Shop-Bot – *Shopify Shopping Helper*

- Interacted with product information from the Allbirds website through requesting, storing, and interpreting **JSON** files using **Python**.
 - Increased product collection **efficiency by over 50%** by using multiprocessing.
 - Utilized **PyQt5** to create a graphical user interface for easy navigation and product display.
 - Incorporated **Selenium** to automate online product ordering using user-inputted information.
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Education

University of California, Irvine

Bachelor of Science: Computer Game Science, March 2020

- **GPA:** 3.58/4.0
 - **Relevant Coursework:** Data Structure Implementation and Analysis, Intermediate Programming in Python, Software Requirements and Analysis
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Activities

- Performing music on stage by playing guitar, bass, or drums with a band.
- Hitting small, white balls at a golf range.
- Engaging in online communities through playing competitive video games.