

# Darren Lim

Software Developer  
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[github.com/dartren01](https://github.com/dartren01)

Portfolio: [dartren01.github.io](https://dartren01.github.io)

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## Skills

**Languages:** Python, C#, Java, SQL

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

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## Developed Applications

### Sticky Memos

Mar 2020 – May 2020

Solo Development – [github.com/dartren01/Sticky-Memos](https://github.com/dartren01/Sticky-Memos) – *Reminders On Your Desktop*

- Built a fully functional Post-It Note program using **Java** and **JSwing** where users can store any form of text.
- Formulated a method to cache several instances so users can add, delete, or view different notes.

### Search Engine

Feb 2020 – Mar 2020

Programmer – [github.com/dartren01/SearchEngine](https://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%** of the index size by offloading smaller partitions onto the disk.

### Dogs Vs. Cats: Space Edition

Sep 2019 – Mar 2020

Project Lead – [dartren01.github.io/Dogs-Vs-Cats-Space-Edition](https://dartren01.github.io/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.
- Enhanced software performance by **conducting playtests** to document consistency.
- 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](https://github.com/dartren01/Allbirds-Shop-Bot) – *Shopify Shopping Helper*

- Interacted with product information by 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*

- **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.