

# Darren Lim

Software Developer  
Cerritos, CA

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

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

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## Skills

**Front-End:** HTML, CSS, Javascript

**Back-End:** Python, C#, Java, SQL, Django

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

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## Developed Applications

### Treat Yo' Self

Apr 2020 – Present

Project Lead – [Website](#) | [Github](#) – *Web App for Budget Tracking*

- Created a budgeting website using **Python**, **Django framework**, and **MongoDB** database.
- Utilized **HTML**, **CSS**, and **Javascript** to create an intuitive graphical display of numbers and charts.
- Designed highly customizable transaction model for users to create, update, and delete their own transactions.
- Deployed the web application onto **Heroku** for testing and for consumer use.

### Search Engine

Feb 2020 – Mar 2020

Programmer – [Github](#) – *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 different scoring methods.

### Dogs Vs. Cats: Space Edition

Sep 2019 – Mar 2020

Project Lead – [Game Website](#) | [Github](#) – *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 and consistency.
- Delegated tasks to each team member to increase production rate and keep progress in check.

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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.