

Matthew Lin

Graduating senior with experience in the software engineering industry

EDUCATION

University of California, Los Angeles

Bachelor of Science, Computer Science

September 2013 - June 2017

EXPERIENCE

Internet Research Lab, Westwood — Student Researcher

March 2017 - June 2017

- Reconstructing the NDN tech report upload page using **Laravel/PHP**

Apple, Cupertino — Software Engineering Intern

June 2016 - September 2016

- Developed a dashboard to analyze **iOS 10** test suites using a **Django** backend, **emberjs** frontend, and **PostgreSQL** database
- Generated **graphical visualizations** of test suites using **c3.js**
- Created a prototype for a companion **iOS app** using **Objective-C**

Taboola, Pasadena — Engineering Intern

June 2015 - August 2015

- Wrote many automated **integration tests** in **Java** to test frontend and backend features using **Selenium** as well as added **Jenkins** support
- Built a **Java** framework using **OOP** and **Selenium** to make it easier to develop test cases by reducing the amount of code written by 50%
- Developed **utility functions** that selected random test cases and kept track of elapsed time for each test, providing useful analytics

BuildUCLA, Westwood — Software Developer

January 2015 - June 2015, September 2015 - June 2016, September 2016 - June 2017

- Developed a web application called **eLab-X** used for **file sharing** across various cloud storage devices via the **Dropbox API** and **Google Drive API**
- Implemented **front-end design** using **bootstrap CSS** and **angularjs**
- Used **ScribeAPI's Ruby on Rails** library to transcribe and catalog books

PERSONAL PROJECTS

Eve — Mobile application (released for iOS)

- **Event tracker** that consolidates all your Facebook events along with UCLA Engineering and UCLA Happenings events into one app

Bill Util — Mobile application (released for iOS and Android)

- **Utility app** that performs calculations for tips, sales tax, income, and rent as well as converts common currency

Keepy-Uppy — Mobile game (released for iOS)

- **Game** where the goal is to keep the ball in the air as long as possible to score points based on the number of taps and combos generated

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<https://github.com/Darthpwner>

<http://darthpwner.github.io>

SKILLS

C++/C

Java

Swift

HTML/CSS/JavaScript

Python

AWARDS

1st Place Winner ([Hack on the Hill 2](#))

1st Place Winner ([IDEA Hacks 2016](#))

Top 4 out of 167 teams ([Cal Hacks 2.0](#))

Best use of IBM Bluemix, Most Entrepreneurially Promising Hack by Perkins Cole, 3rd place for Hack that best Connects Us by Viasat ([SD Hacks 2015](#))

Best Mobile Hack ([HackSC 2015](#))

LEADERSHIP

UCLA Circle K International - Technology Chair

March 2016 - March 2017

- Held weekly workshops and developed the [UCLA Circle K website](#), Prezis, and video recaps
- Won 2nd place Outstanding Website Award at DCON

Pillow Fight Technology Chair

March 2014 - January 2015

- Developed the [Pillow Fight 2015](#) website to raise money for Alexandria House

UCLA ACM - DevOps Committee Chair

May 2016 - March 2017

- Oversaw the development of two projects (the [iOS checkin app](#) and the [ACM website](#))

