

IsaacLim

iOS Software Engineer

contact

<http://isaacl.net>
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languages

English (native)
Chinese (native)
Spanish

programming

Objective-C & iOS SDK
C, SML, Python, \LaTeX
HTML/CSS/Javascript

design

Adobe Photoshop
Adobe InDesign
Sketch

interests

Contemporary music
Guitar
Tech blogs
Tennis

I'm passionate about creating innovative mobile apps that reach out to make people's lives a little easier. To me it's about filling in a void in a certain daily task that can be simplified or automated with a simple yet effective tool; a hand-crafted and beautifully-designed app that does its job without fuss, and blends away into the background when it's not needed.

education

2011–2014 **Carnegie Mellon University** Pittsburgh, PA
Bachelors of Science in Computer Science
with a Minor in Human-Computer Interaction

experience

2013–2013 **Evernote Corporation** Redwood City, CA
iOS Software Engineering Intern
Intern on the Evernote for iOS team. Worked on integrating Skitch, customer support features, and notebook sharing in the new iOS7 app.

2013–2013 **Carnegie Mellon University** Pittsburgh, PA
Undergraduate Teaching Assistant
Held weekly recitations, office hours, graded students' work, produced homework content, and maintained course infrastructure. Courses taught:

- 15-210: Parallel and Sequential Data Structures and Algorithms
- 15-122: Principles of Imperative Computation

2012–2012 **BuUuk Private Limited** Singapore
iOS Software Engineering Intern
Developed *FleaFlyFlo*, a free buy/sell app for the Singapore market.

2009–2011 **Singapore Armed Forces** Singapore
Chemical, Biological and Radiological Combat Engineer
Corporal in the 39th Battalion Singapore Combat Engineers.

projects

2010–Now **Personal iOS Apps** <http://isaacl.net/apps>
A suite of self-developed iPhone/iPad apps: HisWords, Robinn, AndrewQPA, SGTransfers, Social Poster, Leave, Radial.

2013 **Colors App** <http://isaacl.net/colors>
A beautiful graph-coloring game for the web. Built in a team of 3 at the Fall 2013 iteration of *PennApps*, a 48-hour hackathon at the University of Pennsylvania.

2013 **ScheduleCMU** <http://schedulecmu.org>
A fully-integrated class scheduling tool for Carnegie Mellon students, optimized for both desktop and mobile devices. Built in a team of 3.

2013–Now **Open-source iOS Frameworks** <http://github.com/isaacлимdc>
Custom iOS UI elements and wrappers around other frameworks, freely distributed on GitHub for iOS developers to integrate into their apps.

2009 **CMU App** <http://cmu.edu/cmuapp>
The official Carnegie Mellon iOS App, used by students and staff worldwide.