

Kevin Lim

SENIOR SOFTWARE DEVELOPER

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Work Experience

Hootsuite

Vancouver, Canada

SENIOR SOFTWARE DEVELOPER

July 2016 - Current

- Developed, architected, and maintained horizontally scalable REST/gRPC services written in Scala and Go that are responsible for much of Hootsuite's message publishing infrastructure.
- Designed, developed, and deployed services that power third party external media integrations with Hootsuite. These services enable easy integration of third party media providers.
- Rewrote Hootsuite's link scraping service that's used to populate message posts that include links with the appropriate metadata that resulted in vastly reduced error rates and reduced latency.
- Deployed and built fully automated CI pipelines for containerized microservices which were then deployed and scaled on Kubernetes.
- Provisioned and maintained infrastructure via Terraform and Ansible.
- Participated and ran some Scala Guild (an informal programming language working group that disseminates new techniques, best practices, and housekeeping tasks to the rest of the organization) sessions.
- Introduced property-based testing, adoption of greater functional programming techniques, and programmatic refactoring within Hootsuite's codebase.
- Oversaw and helped implement an SRE framework for the publishing and composing product areas in Hootsuite.
- Mentored and trained other developers on the Publishing team in microservice architecture and Scala.

Hootsuite

Vancouver, Canada

SOFTWARE DEVELOPER INTERN

May 2015 - August 2015

- Re-implemented certain asset generation/processing subroutines for up to 1000% reduction in overall request processing time.
- Rewrote the entirety of a webfeed validation and parsing pipeline that resulted in much greater robustness and uptime of Hootsuite's webfeed posting feature.
- Implemented and drove the adoption of greater functional programming techniques within the Publishing team at Hootsuite.

Vidigami

Vancouver, Canada

SOFTWARE DEVELOPER INTERN

May 2014 - August 2014

- Implemented a version control system for Vidigami's machine learning models with CoffeeScript and NodeJS. This system would allow the Machine Learning scientist to quickly and dynamically deploy different versions and variants of their Machine Learning models on the fly in each environment.
- Designed and implemented an onboarding module for new clients/users. This would allow much faster batch import of users into Vidigami's system.
- Rewrote Vidigami's image processing module to utilize a much faster library that resulted in an approximately 400% speedup to routines used in that module.

Projects

Osrsparse (Python parser for rhythm game replay files)

- Parses a binary replay format for the Rhythm game osu! written in Python.
- Osrsparse is utilized in multiple replay analysis projects.

Wordbase Solver (Solver for the mobile game Wordbase)

- Solver written in Haskell that takes in a textual representation of a Wordbase board and returns all possible dictionary words.
- The solver outputs all possible dictionary words that are expressible from any position on the board.

Skills

Languages

Scala, Python, SQL, Rust, Haskell, Scheme, JavaScript, C, C++, VHDL

Libraries/Frameworks

Cats, Cats-Effect, Monix, Akka, Akka HTTP, Play, hyper

Tools

Docker, Git, SBT, cargo, Terraform, Kubernetes, Postgres, MongoDB

Education

University of British Columbia

Vancouver, Canada

BASC. IN COMPUTER ENGINEERING

Sept 2010 - April 2016