Matthew Lim

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Dear Pixar Hiring Manager,

As a computer engineer who has flourished in the intersection of technology, design, and media, I would love for the opportunity to work and learn at my dream company. I am applying for the Software Engineering Intern, core position for the Summer of 2019 posted on the Workaday Pixar Career site.

Since the 5th grade, I was self taught in video production and motion graphics and have since worked professionally for Purdue's College of Engineering and Georgia Tech's College of Design. I've always loved producing media with technology and Pixar is my gold standard of story and technology. It's safe to say I'm excited about this internship!

As a computer engineer I have an excellent understanding of computer hardware architecture from classwork on top of programming knowledge. I've used Linux and C++ for classwork and coding and am familiar with command line and git. During my internship at Autodesk, I worked on a web application with a large backend system and became familiar with networking and creating test environments in a team-based scrim environment. As an intern, I can offer a competent software engineer with knowledge of computer hardware and a love of film production.

I'm very excited for the opportunity to learn and I look forward to hearing back from you! Feel free to contact me by email or phone.

Best regards,
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Education

- **Georgia Institute of Technology** — Atlanta, GA
  Candidate for BS in Computer Engineering; Minor in Sustainable Cities; GPA: 3.91 — *Expected May 2020*

- **Universidad Carlos III de Madrid** — Madrid, Spain
  Exchange Program — *Sep. 2018 – Dec. 2018*

Skills

- **Languages**: C++, Java, Python, Javascript, HTML, CSS, Ruby, MATLAB, C, Assembly

- **Software**: Jira, Node.js, Docker, Lambda (AWS), D3js, gtest, PCB Artist, Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Arduino

Experience

- **Autodesk Inc.** — San Francisco, CA
  Software Development Intern — *Sep 2018 - Present*
  - **Part-time**: Working on modernizing Autodesk Screencast web player's five year old codebase and fully documenting additional code for future development. Compartmentalizing custom plugins into standard formats and moving project to latest edition of ASP.net
  - **Internship**: Updated and added functionality to Autodesk's Screencast web player, a responsive Javascript application built on an ASP.net framework with over 375,000 monthly users. Worked in a professional scrum environment using Jira and Sourcetree. Fully documented code and presented results to senior leadership.

- **Design Bloc / University Innovation Fellowship** — Atlanta, GA
  Teaching Assistant — *Aug 2017 - Present*
  - Planned and managed workshops, events, and media marketing for worked with other I&E resources on campus.
  - Sponsored by Georgia Tech's College of Design to train at Stanford's Design School. Design thinking training included rapid ideation, rapid prototyping, empathy research, interviewing, and rapid iteration.

- **Georgia Tech Research Institute - Electronic Systems Laboratory** — Atlanta, GA
  Research Intern — *July 2017 - Aug 2017*
  - Designed, manufactured, tested, wrote software for a PCB prototype for a heat-illness monitoring system. Programmed an embedded FPGA in VHDL and an embedded microcontroller in C as well as circuit analysis and oscilloscope usage.

- **"Uber in Cancun" Documentary** — Atlanta, GA
  Executive Producer — *Dec 2016 - Apr 2017*
  - Coordinated a team to provide equipment, interviews, set up shots, create a comprehensive story, and edit a final documentary about the impact of Uber on the tourism focused and taxi dominated Cancún, Mexico.

Projects

- **Supportability Explorer**: Autodesk UX intern project mapping and visualizing consumer support stories in a comprehensive supportability web application using D3js and Bootstrap.
- **Media-Rating Chrome Extension using Pirate Data**: Stripped seed and leech data from various pirating sites to compute a media relevancy score within a chrome extension.
- **Sonar Bathymetry Boat**: Used sonar and GPS sensors with Arduino on a RC boat then collected data to to plot real bathymetry maps in MATLAB.
- **Autonomous Vertical Garden**: Managed a budget of $2000 and coordinated a team to manufacture an autonomous produce garden through Georgia Tech's Ideas to Prototype program.

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Personal Statement:

I belong to the generation that grew up on Pixar movies. "Toy Story", "Ratatouille", and "The Incredibles" were some of my favorite movies growing up. And as a child who was infatuated with making videos, I looked up to the names that played after the credits. Nearly every time I have watched a film in the theater I tell myself, "one day I'll be on that list". I loved the concept of being part of a magical story on screen, even if it was a inconspicuous part.

I am a engineer with both technical experience and a passion for creating content. I have always tried to find a intersection of both. My work experience certainly shows that. With the increasing importance of technology in filmmaking and animation, it is becoming more important for engineers to be part of the creative process and Pixar, with Bob Peterson and Ed Catmull at the helm of some of it's best projects, is a perfect example. It would be a childhood dream of mine to work for Pixar and help tell some of the best stories animation has to offer.