Matthew Lim
UX Designer

mlim45@gatech.edu
limmatthew.com

Experience

Digital Threats to Democracy
Atlanta, GA
Graduate Research Assistant — *May 2020 - Present*

- Modernized UI/UX of social media content aggregation platform (Aggie) for detecting hate speech and misinformation in Myanmar, Liberia, and Ethiopia.
- Launched three major features (Facebook comments, content tagging, media thumbnails) from design to development to deployment.
- Formalized a user study with 20 Burmese users to research usability and an A/B study of various machine learning hate score visualizations.

Georgia Tech College of Design
Atlanta, GA
Teaching Assistant — *Aug 2017 - May 2020*

- Facilitated design thinking workshops, classes, and events for students, hack-a-thons, faculty, and companies.
- Renovated a 15,000 sq. ft. food court into a design thinking innovation space on Georgia Tech's campus.
- Developed a campus-wide class showcase event for Stanford's University Innovation Fellowship capstone.

Siemens Inc.
Norcross, GA
Software Engineering Intern — *May 2019 - July 2019*

- Built mass installation and hundreds of automated tests for an IoT data collection unit known as Industrial Edge.
- Designed and prototyped a metering app for an unreleased heat monitoring system on Siemens' IoT analytics platform.
- Drafted and 3D printed prototype for a metering product's protective case. Generated cost breakdown analysis report of case for different methods of manufacture.
- Lead design workshop for intern class of 20 and 3 full-time employees to expose them to design thinking.

Autodesk Inc.
San Francisco, CA
Software Development Intern — *July 2018 - Dec 2018*

- Enhanced functionality, responsiveness, and usability of Autodesk's Screencast web player with over 375,000 monthly users on the Autodesk Knowledge Network.
- Championed UI design overhaul of web player to senior leadership after review of user research and web analytics.
- Prototyped fellow Autodesk UX designer's web application to map and visualize consumer support cases.

Education

Georgia Institute of Technology
Atlanta, GA, USA

M.S. in Human-Computer Interaction
Aug 2020 - May 2022 | *Interactive Computing Track*

B.S. in Computer Engineering
Aug 2016 - May 2020 | *Highest Honors*

Projects

Aggie
A human-in-the-loop social media monitoring platform created with Facebook, New Myanmar Foundation, Sassafras, and The Carter Center.

Glow: Make your relationship shine
A phone app that helps your long distance relationship thrive through relational savoring.

Borrowing Board
A digital bulletin board system that enhances lending and borrowing on college campuses.

Involvements

Diversity & Inclusion Fellow
Studying inclusivity in makerspaces with Institute Diversity, Equity, and Inclusion at Georgia Tech.

Director of Strategy at The Hive
Imagining the future and assessing the now of an high-tech makerspace that sees 200+ users daily.

Skills

Design: Wireframing, Prototyping, Usability Testing, User Research, Personas, Contextual Inquiry, System Evaluation, UI/UX design, User Flows, Information Architecture, Design Patterns

Technologies: TypeScript, React, Angular, Node.js, D3js, git, HTML, CSS, Python, Java, C++

Tools: Figma, Sketch, Adobe XD, Illustrator, After Effects, Premiere Pro, Photoshop, Fusion 360