MATTHEW LEE

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EDUCATION

University of California, Berkeley

Expected May 2024

BA Computer Science + BA Data Science, GPA 4.0

- Coursework: Introduction to Database Systems, Efficient Algorithms and Intractable Problems, Data Structures, Machine Structures, Probability and Random Processes, Discrete Mathematics and Probability Theory, Structure and Interpretation of Computer Programs, Principles & Techniques of Data Science
- Skills: React.js, Python, React Native, Node.js, Java, HTML/CSS, C/C++/C#, UI/UX Design, Human-Centered Design
- Activities: Cal Hacks, Accel Scholars, Fung Fellowship, CS 170 (Efficient Algorithms and Intractable Problems) Staff

WORK EXPERIENCE

Uber San Francisco, California

Software Engineering Intern - Data Platform Engineering

May 2023 - Present

• Incoming for Summer 2023.

Figma San Francisco, California

Software Engineering Intern - Monetization

Jan. 2023 - Apr. 2020

- Engineered a Figma Professional plan 14-day trial experiment to test the effectiveness of guided feature education on free-to-paid team conversion rate using React.js, Ruby, and C++ as part of a nine member full workflow.
- Drove dogfooding and pull request feedback across trial entry and onboarding UI and state machine work.
- Investigated and proactively instigated QA fixes around branding in locked team states and sidebar upsells.
- Iterated upon product design and engineering decisions over trial experiences with cross-functional stakeholders.

Spatial San Francisco, California May. 2022 - Aug. 2022

Software Engineering Intern

- Built the metaverse for culture and collaboration with React.js, React Native, Typescript, Go, and Unity.
- Designed and engineered mobile/web push notification system with Firebase Cloud Messenger and Customer.io to power marketing techniques and improve user content discovery experiences and retention rates.
- Brainstormed designs, triaged user feedback, and implemented UI and functionality of cinematic tour mode on mobile client app that automatically facilitates digital artwork and NFT exploration within 3D spaces.

RESEARCH EXPERIENCE

Department of Electrical Engineering & Computer Sciences

Berkeley, California

HCI Researcher

Jan. 2023 - Present

 Exploring case studies and insights from large language modal (LLM) assisted conversational interaction design and the uniquely challenging issues that arise from the limited affordance of prompting with respect to OpenAl's GPT-3.

Haas School of Business Berkeley, California

Operations Researcher Jan. 2022 - Present Investigating how customers respond to machine-generated advice and how recommendation systems can more

- effectively convey information and goals when considering user behavior, under Prof. Park Sinchaisri.
- Creating and conducting experiments simulating cross-country driving with Qualtrics and Javascript with over 100 study participants to understand the effects of overconfidence and uncertainty on machine advice adherence.

PROJECTS

- Jane Street Electronic Trading Challenge SF Python. Electronic trading bot for simulated markets that utilizes arbitrage strategies and bond trading to maximize profit. Placed top 16th in the final round.
- Napa Next.js, Socket.io, Express.js, Flask, MongoDB. Real-time multiplayer trading game for quantitative finance education on bid-ask spreads. Implemented UI, authentication, user room management, and internal game logic.
- Unify React, Node.js, Firebase. Social platform for college applications that connects high school students with college students to provide personalized insight on tuition finances, academic curriculums, and holistic experiences.

ADDITIONAL INFORMATION

- Awards: Upsilon Pi Epsilon, Regents' and Chancellor's Scholarship, Cal Alumni Association Leadership Award Scholarship, Dean's List Student, American Invitational Mathematics Exam 4x Qualifier, USA Computing Olympiad Silver
- Interests: Chess, Museums, Gym, Basketball, Reading, Maps, Cuisines
- Languages: English (Native), Chinese (Fluent), Spanish (Elementary)