

# MATTHEW LEE

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## EDUCATION

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### University of California, Berkeley

Expected May 2024

BA Computer Science + BA Data Science, GPA 4.0

- **Activities:** Web Development at Berkeley, Extended Reality at Berkeley, Cal Hacks, CS Undergraduate Association
- **Coursework:** Data Structures, Structure and Interpretation of Computer Programs, Discrete Mathematics and Probability Theory, Foundations of Data Science, Designing Information Devices and Systems
- **Skills:** React, Node.js, Python, C/C++/C#, Java, HTML/CSS, Unity, Firebase, Tensorflow, MongoDB, SQL, Google Cloud

## EXPERIENCE

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### BlossomVR

Berkeley, California

Unity Software Engineer

Jan. 2022 - Present

- Ideating virtual reality experiences on the Oculus Quest 2 designed to encourage mindfulness and relaxation.
- Engineering minigames involving hand tracking, music visualization, and 3D artwork creation using Unity and C#.

### Haas School of Business x BMW

Berkeley, California

Machine Learning Researcher @ Prof. Park Sinchaisri

Jan. 2022 - Present

- Studying how customers respond to machine-generated advice and how recommendation systems can be designed to be more effective at conveying info and improving compliance while considering customer behavior and safety.

### Kiwibot

Berkeley, California

Full Stack Engineer

Nov. 2021 - Present

- Developing platform for users to trade, buy, and sell NFTs backed by exclusive rights to food delivery robots.
- Building dashboard with Next.js to show statistics and provide interactivity with robot artwork and display screens.
- Implementing authentication using Metamask and white label NFT exchange using OpenSea API.

### Cal Hacks

Berkeley, California

Lead Director

Sept. 2021 - Present

- Sourcing \$X00000 in total sponsorship packages from companies like Uniswap, Microsoft, Twitter, and BlackRock.
- Formulating marketing tactics with Twilio API and SendGrid to target 5000+ potential applicants and organizations.

### Hack+

Fremont, California

Software Engineering Intern

Jun. 2021 - Sept. 2021

- Hack+ supports organizations and events with legal backend and banking services (over \$2M transacted).
- Developed a revamped online portal using React, Node.js, and Firebase for more user friendly access to services, transaction records, invoice management, and member coordination for 100+ organizations yearly.
- Engineered an automated process for efficient approval and onboarding of new Hack+ applicants.

### University of California, Santa Barbara

Santa Barbara, California

Machine Learning Researcher @ Four Eyes Lab

May 2020 - Aug. 2020

- Architected a EEG-based convolutional neural network authentication system with P300 event-related potential as input using PyTorch and Jupyter Notebooks; improved model accuracy from baseline of 61.37% to 96.94%.
- Examined strategies to reduce input noise from environmental factors resulting in accuracy improvement of 11.34%.
- Compiled academic poster, oral presentation, and written manuscript for the RMP Program Symposium.

## PROJECTS

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- **Napa** - *Next.js, Socket.io, Express.js, Flask, MongoDB*. Real-time multiplayer trading platform for quantitative finance education on bid-ask spreads. Implemented UI, authentication, user room management, and internal game logic.
- **Unify** - *React, Node.js, Firebase*. A social platform that connects high school students with current college students to prove personalized insight on tuition finances, academic curriculums, and holistic university experiences.
- **Book Rank Predictor** - *Scikit-learn, Pandas*. A random forest model that utilizes the metadata of a book (i.e. title, author, publication date) to forecast whether the book reaches the New York Times Best Sellers or not, coupled with a regression model that predicts the rank trajectory of the book across weeks.

## ADDITIONAL INFORMATION

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- **Awards:** Regents' and Chancellor's Scholarship, Cal Alumni Association Leadership Award Scholarship, American Invitational Mathematics Exam 4x Qualifier, USA Computing Olympiad Silver
- **Interests:** RnB Music, Tea Drinking, Hiking, Basketball, Biking, Reading, Museums