

# Matthew Lee

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## EDUCATION

### UC BERKELEY

BA IN COMPUTER SCIENCE

BA IN DATA SCIENCE

May 2025 | Berkeley, CA

GPA: 4.0 / 4.0

## COURSEWORK

CS61A: Computer Programs

CS61B: Data Structures

CS61C: Computer Architecture

CS70: Discrete Math & Probability

CS162: Operating Systems

CS164: Languages & Compilers

CS170: Algorithms & Intractability

CS186: Database Systems

CS189: Machine Learning

DATA8: Intro to Data Science

DATA100: Data Science

DATA104: Ethics of Data Science

EECS16A: Linear Algebra & Circuits

EECS16B: Diff. Equations & Control

EECS126: Random Processes

UGBA141: Operations Management

GLOBAL150Q: China & India

## SKILLS

### PROGRAMMING

Javascript • Python • Java • Go • C++

Matlab • Ruby • C# • SQL •  $\LaTeX$

### LANGUAGES

English (Native) • Chinese (Fluent)

Spanish (Elementary)

### INTERESTS

Chess • Maps • Languages

Museums • Basketball • Reading

## AWARDS

2023: Kleiner Perkins Fellow

2023: Accel Scholar

2022: ACM Upsilon Pi Epsilon (top third of CS majors)

2021: National Merit Scholarship

2021: Regents' and Chancellor's Scholarship (top 2% of class)

2021: Cal Alumni Association Leadership Award

## PROFESSIONAL EXPERIENCE

### UBER | KP FELLOW + SOFTWARE ENGINEERING INTERN

May 2023 - Aug 2023 | San Francisco, CA

- **Modernizing Chronos**, a distributed service for timer scheduling (1.5M per day) used by 100+ internal services, using Go.
- **Reduced dependencies on five depreciated services and legacy infrastructures** through test driven development of core business logic.
- **Strengthening reliability** with fault header propagation for Jaeger tracing and canaries with Cadence to **reduce error detection time from hours to minutes**.

### FIGMA | KP FELLOW + SOFTWARE ENGINEERING INTERN

Jan 2023 - Apr 2023 | San Francisco, CA

- **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 workflow**.
- Drove dogfooding and pull request feedback across **trial entry and onboarding UI**, as well as **modal state machine logic**.
- Investigated and proactively shipped **UX fixes around branding in locked team states and sidebar upsells**.
- **Iterated on product design decisions with cross-functional stakeholders** from an engineering perspective over trial experience states.

### SPATIAL | SOFTWARE ENGINEERING INTERN

May 2022 - Aug 2022 | San Francisco, CA

- 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 for improving 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.

## ACADEMIC EXPERIENCE

### BERKELEY INSTITUTE OF DESIGN | RESEARCHER

Jan 2023 - Present | Berkeley, CA

- Extracting **insights from the challenges of LLM prompt design** and building a **novel interface for text creation and editing**.

### DEPARTMENT OF EECS | COURSE STAFF

Jun 2022 - Present | Berkeley, CA

- Teaching, grading, and proctoring courses in **introductory computer programming (CS61A)**, **algorithms (CS170)**, and **data science (DATA 100)**.

### CAL HACKS | EXECUTIVE DIRECTOR

Sept 2021 - Present | Berkeley, CA

- **Running Berkeley's largest collegiate hackathon** drawing thousands of participants every year while **managing a six figure event budget**.