

Matthew Lin

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Skills

Languages: Python, JavaScript, TypeScript, Java, Kotlin, Swift

Frameworks: Django, FalkorDB, Svelte, Redis, PostgreSQL, Ansible, TeamCity, ElasticSearch, FastAPI, OpenAPI

Developer Tools: GitHub Actions, Google Cloud Platform, Microsoft Cloud, Temporal, Google Data Studio, Vercel, Artifactory, Looker, Redshift, DataDog, PostHog

Libraries: Slack, Stripe, Twilio, Google Cloud, WhatsApp, Node, JIRA, Numpy, Matplotlib, Pandas

EXPERIENCE

Reeveo

Builder

Santa Clara, CA

January 2025-January 2026

- Built a custom object association and records system, enabling flexible **data modeling** and scalable relationships across our platform. Developed an import tool to reduce object creation time from hours to minutes.
- Designed and built bulk indexing for **FalkorDB** with **Temporal**, cutting schema rebuild time from hours to 10 minutes, enabling full website availability and reliable fallback performance during critical operations.
- Owned full-stack development of **CPQ** functionality (Products, Quoting, Contracting), delivering both backend and frontend services, with **SignNow** integration to automate contract generation and e-signature workflows.
- Built observability and infrastructure tools for calendar and meeting integrations with **Google Calendar** and **Microsoft Outlook** that enabled us to track and act on OAuth flow and event sync regressions in real-time.

Shelpful

Senior Software Engineer

Fully Remote. Based in Santa Clara, CA

May 2023- December 2024

- Built core messaging in **Python**: reminders, to-do lists, and calendar notifications with **Google**, **Twilio**, and **WhatsApp** integrations. Improved message reply rates to 15 seconds and response accuracy to 99.9%.
- Built user portal features in **Svelte**: reminder scheduling, to-do list write requests, and **Google Calendar** authentication, for smoother user experience. Improved retention for users who preferred editing by hand.
- Refined chatbot accuracy through **OpenAI function calls**, improving accuracy of write requests by double and cutting API call costs by half. Used prompt engineering to further increase the accuracy of our AI responses.
- Implemented **GCP pub/sub queuing**, reducing function call latency and improving infrastructure efficiency.

Roblox

Software Engineer

San Mateo, CA

May 2021 – February 2023

- Developed a game join script in **Python** and **Windows Powershell** to allow developers to jump into any game and see what is happening in real time, providing valuable insights into game play behavior.
- Led the migration from **WebDAV** storage to **Artifactory** for the Game Engine metrics benchmarking system using **Kotlin** and **Python**. Implemented Artifactory tagging to reduce search time from 30 seconds to several milliseconds and automated artifact delivery back to **TeamCity**, improving artifact retention and logging.
- Led the migration of our old **TeamCity** server to the new one for improved queue times. Used **ansible** to automate setup for Linux, Windows, and Mac platforms and set up dozens of machines from scratch.
- Led **OS patching** initiatives to automatically install updates on Linux, Windows, and Mac whenever a newly released OS patch is announced. Reduced setup time from 1 machine per hour to up to 50 machines every 45 minutes, greatly expanding our bandwidth for large-scale device testing.

Zoox

Software Engineer

Foster City, CA

January 2019 – May 2021

- Developed **Python** scripts that gather driving metrics via **ElasticSearch** from **AWS** to generate detailed reports on vehicle safety, which identified both success parameters and problem areas for the entire software org.
- Developed **Slack bots** and other tooling to help quantify developer output and key performance metrics like miles per disengagement, providing reliable feedback for all the software teams across Zoox.
- Established **PostgreSQL** database and **Django** server to interface with **Redshift** hooks to **Looker** and **Google Data Studio** for metrics reporting, allowing for historical record keeping of our driving data for A/B analysis.

EDUCATION

University of California, Los Angeles

Bachelor of Science, Computer Science

Los Angeles, California

June 2017