

Edward Lim
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Computer Science Major Graduating in 2018 with experience in JAVA, C++ and
Data Structures

Skills

- Experienced in object-oriented programming, developing, testing and debugging code.
- Experience with Developing mobile applications with JAVA and Swift
- Experience with Agile model for projects.
- Experience with SQLite and MYSQL.
- Fast learner and quick to master new technologies, Self-directed and highly collaborative.
- Strong understanding of computer science theory: data structures and algorithms.

Education

Bachelor of Science in Software Engineering

San Jose State University – San Jose, CA

Graduation: December 2018

Selected Project:

- Project Scope: Currently working as part of a four-member team to create a Yelp for college courses: Building a collaborative website where users can review courses taken in colleges or high schools
- Tools: Writing in embedded ruby, Html, Ruby on Rails

Courses Completed:

- | | |
|--------------------------|--------------------------------------|
| ● Java Programming | ● NASM Assembly Language Programming |
| ● Data Structures | ● Android Mobile Development |
| ● Object-Oriented Design | ● C++ Programming |
| ● Python Programming | ● IOS Mobile Development |
| ● Unix Systems | |

Work Experience

Github Portfolio:

<https://github.com/sgedwardlim>

2017 Eng Practicum Essay Questions

1. How were you first introduced to CS? How have you continued to develop your technical skills and seek additional exposure to the field?

I started developing an interest for CS when I got my first smart phone. I was so intrigued by how someone with just a laptop and some time could write a full blown app. I decided to give it a shot and boy was it a great experience. I've never felt so much satisfaction and hate when doing anything else. Believe it or not, thinking of an app to start building actually took some thinking. I eventually went with an app that would track my workout sessions, recording the weights and repetitions last performed. After I was done with that, news about a guy in Vietnam who made millions of dollars with a simple game app caught my attention. I decided to give it a shot and built a clone of the famous, flappy bird with a twist. That experience alone taught me many things and really drilled in the concept of object oriented programming for me. It also opened my eyes in the way that I am able to see computers for what they are, instructions that are executed and not some magical puff of smoke. After I was done with that, I challenged myself to build a game from scratch. [Climber Dude](#), took me two weeks to make a comparable difference from when I built my first game. Over this period of time as I began to take on more computer languages such as, C++, C, JAVA, Python. I found them much much easier to understand compared to when I was taking them in classes. Without even knowing, I can say with confidence that my technical skills and exposure to field have definitely been broadened.

2. Tell us about a time you've used your strongest coding language. Please go into detail about how you used this technical language. If talking about a group project, be specific about your role in the final product. (Examples can include projects, coursework, competitions, websites, previous internships, etc.)

My strongest coding language would have to be JAVA, solely because I've written more code in JAVA compared to everything else. In fact all the games and mobile applications were built using JAVA. For my personal project, Climber Dude, I had to do everything from designing the structure of the application to drawing the graphics that were to be used and publishing the application. Designing how the objects within my application would related to one another was probably one of the most eye opening experiences for me. I had my pen and paper and just started drawing rough sketches of UML diagrams and how I wanted objects in my game to be related to each other. Once I had everything on paper, I could easily visualize how my app would be built. I had to pick up learning the frameworks to build the game and also how to use the Android Studio IDE. Through this experience I have learnt things that I would have never learnt through a classroom environment. Lifecycles of an application, how memory is allocated for each application and the communication between applications and the mobile phone.

3. At Google, we believe that a diversity of perspectives, ideas, and cultures leads to the creation of better products and services. Tell us about your background and experiences and how they make you unique.

I moved from a little country called Singapore in the year 2012 to the United States. Back in Singapore, where I grew up, the learning environment was very harsh compared to what I've come to know as the American Educational System. Moving to the states, or studying abroad from the eyes of a Singaporean was deemed something only for the rich. I can tell you without a doubt I am not rich. Knowing that, ever since I came to the United States, I've always felt like there was something to be proven. I had to make a name for myself out here in order to let others know that the reason I'm here isn't just a fluke. I've always been a persistent guy, but after moving to the U.S, I am more determined then ever to make a success of myself. I believe I'm unique in the sense that I will outwork anyone with me and I will never take no for an answer. I truly believe that my background contributes to my personality, hence my uniqueness.

4. Please list the technical courses you'll be taking next semester. If you haven't registered for classes yet, please list the courses you plan on taking.

I plan on taking the following classes next semester

- **Data Structures and Algorithms**
- **Computer Organization and Architecture**
- **Software Engineering II**

5. Please list any clubs and/or organizations that you participate in.

I am not part of any clubs or organizations but I do enjoy spending my free time with some E books on computer history.