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Tim Lim

timql.github.io
github.com/timql

Education

Sep 2013 – May 2017

B.A. in **Computer Science** (expected 2017), *Boston University.*

- Minor in Philosophy.
- GPA: 3.94/4.0 (In-major: 4.0).
- Completed coursework includes: Analysis of Algorithms, Fundamentals of Computing Systems, Combinatorics, Programming Languages, Graph Theory, Computer Networks, Probability, and Multivariate Calculus.
- Planned coursework includes: Data Mining, Logic, and Modern Algebra.

Skills

- Python; Java; C (basic); Haskell (basic); IA32 Assembly (basic); SQL (basic)
- HTML/CSS; LaTeX; Numpy; NetworkX; Matplotlib; Bazel; Git
- English (native); Mandarin (conversational); Japanese (basic); Korean (extremely basic)

Experience

May 2016 – Aug 2016

Google

Software Engineering Intern. Worked extensively in Python and the Google build system (Bazel) to make crucial improvements to the reliability of an internal latency testing service used by teams including Maps, Ads, and Youtube:

- Wrote a tool to test new canary releases as a part of the server-side release process, providing increased test coverage and a clear-cut indicator of stability.
- Set up the logic and workflow for a continuous release process for the team's client-side runtime, decoupling the team's infrastructure from potential breakages introduced into the monolithic Google codebase.
- "Exceeded expectations" in final evaluation.

May 2015 – May 2016

Boston University

Undergraduate Researcher. Project with researchers at BU and Tufts involving diffusion-based metrics developed to capture functional similarity in protein-protein interaction networks within and across various species. Wrote code to analyze, plot, and investigate how well various metrics perform as predictors of function.

Projects

Fall 2015

APT Detection. Used graph-theoretic methods and belief propagation, a learning algorithm, on DNS log samples from the Los Alamos National Laboratory to detect network attacks.

Fall 2015

Language Tools. Wrote a parser, interpreter, type-checker, compiler, and bounded exhaustive tester for a small embedded programming language in Haskell.

Fall 2014

Connect-Four. Player class for an AI in a Connect-Four program using Minimax search and Alpha-Beta Pruning. (Accidentally) beaten just 5 times out of ~500 games played.

Awards

- Sponsor prizes from HP and Linode at AngelHack Boston 2015 for a web application designed to find "happier" routes for users to travel by.
- Research award, Boston University Undergraduate Research Opportunities Program (Fall 2015, Spring 2016).

Interests

- Coffee brewing; Rock climbing; Solo travel; Wes Anderson films; Existentialism