Matthew Lin

Full-stack software engineer interested in building innovative products

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EXPERIENCE

Roblox, San Mateo, CA — *Software Engineer*

May 2021 - February 2023

- Developed a game join script in **Python** and **Windows Powershell** to allow developers to jump into any game on Roblox and see what is happening in real time. Developers can interact in the game like an actual player, as well as generate bots on Windows and mobile for load testing

- Led the migration from **WebDAV** storage to **Artifactory** for the Game Engine metrics benchmarking system using **Kotlin** and **Python**. Utilized the Artifactory search API to quickly grab and store build and run artifacts

- Led an evaluation of **SauceLabs** to expand our device farm to the cloud. Integrated **SauceLabs** into **TeamCity** to simulate vUSB phone connection

- Led the migration of our old **TeamCity** server to the new **TeamCity** 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, ensuring all our Game Engine hosts meet security compliance. Driving the roadmap planning for several quarters with engineers and PMs across Game Engine and Security at Roblox

Zoox, Foster City, CA — *Software Engineer*

January 2019 - May 2021

- Developed **Python** scripts that gather driving metrics via **ElasticSearch** from an **AWS endpoint** to generate detailed reports on vehicle safety

- Used **Slack API** to read and write data metrics to Slackbots

- Created **PostgreSQL** database and **Django** server to interface with **Redshift** hooks to **Looker** and **Google Data Studio** for metrics reporting

- Worked with the **JIRA API** to generate daily task tracking tickets

Apple, Cupertino, CA — *Software Engineer*

July 2017 - December 2018

- Developed **automation tools** to run data science metrics on **Apple Watch Media apps** using **numpy**, **matplotlib**, and **pandas** in **Python**

- Developed flexible **command line tools** for **Media app** stress testing

- Analyzed streaming and download speeds of **Media apps** for triage

- Created **multithreaded logging system** that tracked **device processes**

- Built a **crash monitoring system** that detected changes in **device PIDs**

EDUCATION

University of California, Los Angeles

Bachelor of Science, Computer Science

September 2013 - June 2017

SKILLS

Python = Expert

Java = Proficient

Kotlin = Proficient

Swift = Proficient

Ansible = Familiar

AWARDS

1st Place Winner (Hack on the Hill 2)

1st Place Winner (IDEA Hacks 2016)

Top 4 out of 167 teams (Cal Hacks 2.0)

Best use of IBM Bluemix, Most Entrepreneurially Promising Hack by Perkins Cole, 3rd place for **Hack that Best Connects Us by Viasat** (SD Hacks 2015)

Best Mobile Hack (HackSC 2015)

PERSONAL PROJECTS

Tennis Scorekeeper

(iOS and Android)

Sports app that displays and calls out the scores of the user's match

Bill Util

(iOS and Android)

Utility app that performs calculations for tips, sales tax, income, and rent as well as converts common currency

Keepy-Uppy

(iOS)

Game where the goal is to keep the ball in the air as long as possible to score points based on the number of taps and combos generated