

Colin Lim

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Education

University of Florida – Bachelor of Science: Computer Science, University Scholars Program

May 2026

Coursework – Major GPA: 3.9

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| ❖ (COP 5615): A- Distributed Operating Systems | (COP 3530): A Data Structures and Algorithms |
| ❖ (CNT 4007): A Computer Network Fundamentals | (COT 3100): A Application of Discrete Structures |
| ❖ (COP 4533): A Algorithm Abstraction and Design | (MAS 3114): A Computational Linear Algebra |
| ❖ (CIS 4301): A- Information and Database Systems | (COP 4600): A Operating Systems |

Field Experience

UF Florida Institute for Cybersecurity Research Laboratory – UG Researcher

December 2024 – Present

- Primarily individual work in C without external libraries
- Solo development of a language to generically model all text and binary protocols for parsing/serialization
- Lexer, regular expressions, math expression evaluator implementations
- Solo development of a cooperating framework for packet security analysis using Linear Temporal Logic (LTL)
- Work with RFCs: Ethernet, IP, SMTP, ASN.1 (field dependencies, variable length), HTTP (text, variable field order)

Massachusetts Institute of Technology – Lead Programmer @ MIT Sandbox Program

April 2023 – November 2023

- Brainstormed and proposed the team's product idea through market research, reducing token costs by 70%
- Coordinated direction and pace of research & implementation by planning technical meetings
- Designed and developed product prototype using REST API, software architecture, and UI/UX skills
- Led LLM research & innovation by identifying and sharing research papers of significance
- Ensured codebase quality by code reviews

Fiverr – Solo Discord Bot Developer

December 2019 – July 2022

~\$10,000 total revenue, \$2,000/mo peak

- Ensured effective communication as customer service and sales representative, with 98% customer satisfaction rate
- Designed and developed programs independently as a JavaScript full stack developer
- Developed a wide variety of programs including moderation, management, and databases

Game Development Club – Lead Programmer

August 2019 – May 2022

- Designed and developed games without the aid of a game engine
- Developed collision, particle, entity, interaction, UI systems in C# w/ MonoGame

ROBLOX – Solo Game Developer

October 2014 – January 2018

- Achieved 1.7 million users total across two main games; Lua programming, UI, etc

Leadership

Game Development Club – Co-Founder

August 2019 – May 2022

- Engaged the club in industry standard scrum systems
- Oversaw direction and workflow of programming division
- Mentored new developers in scrum, OOP, ECS, and game loops

Robotics Team – Lead Programmer

August 2019 – May 2020

- Designed and developed the robot's infrastructure and base functions
- Managed cross-team communication and troubleshooting

Technical Skills

- C++, C#, Cython, Java, JavaScript, Lua
- Vulkan, SDL, SFML, MonoGame, XNA, .NET, NodeJS