

# MATTHEW G LEE

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## EDUCATION

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### Stanford University

September 2024 -

MS Computer Science (AI + HCI), GPA: 4.0

Coursework: Deep Learning for NLP, RL, Graph ML, Decision Making, Convex Optimization, HCI Frontiers, AI Alignment

### University of California, Berkeley

August 2021 - May 2024

BA Computer Science + BA Data Science (Business Analytics), GPA: 3.98

Coursework: ML, Databases, Algorithms (TA), OS, Security, Compilers, Data Science, Random Processes, UX Research

## WORK EXPERIENCE

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### Vercel

San Francisco, California

Software Engineering Intern - AI

Sep. 2024 - Dec. 2024

- Helped build v0, an AI-powered tool that transforms natural language descriptions into production-ready web code.
- Incorporated multimodal capabilities such as image attachments and API for screenshotting deployed v0 projects.
- Engineered team collaboration features including project organization, upgrade flows, and GitHub integrations.

### Patreon

San Francisco, California

Software Engineering Intern - Activation

Jun. 2024 - Aug. 2024

- Built free subscriber conversion tool for Patreon creators via automated and targeted offering of free content gifting.
- Scoped and built end-to-end email notification workflow and free content unlocking user experience.
- Designed free content gifting experimental configuration and GTM plan for measuring free-to-paid conversion lift.

### Figma

San Francisco, California

Software Engineering Intern - Prototyping

Jan. 2024 - May 2024

- Developed experimental LLM feature to translate designs and natural language descriptions from Figma users into prototype interactions. Presented technical design doc for a framework for LLM integration in Figma's codebase.
- Improved dataset curation, model output post-processing, and metric usage in LLM evaluation platform.
- Built soundboard reaction wheel for delightful FigJam meeting experiences and presented at internal hackathon.

### Uber

San Francisco, California

Software Engineering Intern - Cadence

May 2023 - Aug. 2023

- Modernizing Chronos, a core timer infrastructure for callback scheduling in Go, by removing deprecated services and legacy RPC networking protocols via test-driven development approach for backward compatibility and functionality.
- Implemented distributed tracing in Chronos, enabling more reliable observability for 60+ dependent micro-services.

### Figma

San Francisco, California

Software Engineering Intern - Monetization

Jan. 2023 - Apr. 2023

- Engineered a Figma Professional plan 14-day trial experiment to test guided feature education on conversion rates, using React.js, Ruby, and C++. Drove dogfooding and feedback across user interface and state machine work.
- Iterated on revisions for trial expired locked team branding and sidebar upsells, as well as trial entry experiences.

## RESEARCH EXPERIENCE

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### Department of Electrical Engineering & Computer Sciences

Berkeley, California

HCI Researcher

Jan. 2023 - Present

- Built Rambler, an LLM-powered graphical interface that supports gist-level manipulation of dictated text with macro level revisions. Better supported iterative revisions against a ChatGPT baseline. Published at CHI '24.
- Exploring case studies and insights from large language modal (LLM) assisted conversational interaction design and the uniquely challenging issues that arise from the limited affordance of prompting. Published at DIS '23.

## ADDITIONAL INFORMATION

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- **Awards:** Phi Beta Kappa, Upsilon Pi Epsilon, Regents' and Chancellor's Scholarship, CAA Leadership Award
- **Fellowships:** 8VC Engineering Fellowship, Kleiner Perkins Engineering Fellowship, Accel Scholars
- **Skills:** Python, React.js, Node.js, Go, HTML/CSS, Java, C/C++/C#, UI/UX Design, Human-Centered Design