

Matthew Kim

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Education

University of California, Santa Barbara

Expected: June 2028

Bachelor of Science in Statistics and Data Science, Bachelor of Arts in Economics, Technology Management Program

- **Coursework:** Prob & Stats, DS Principles, Microeconomic Theory, Marketing, Vector Calculus, Linear Algebra w/ Applications, Macroeconomics, Regression Analysis, DS Concepts + Analysis, Statistical Machine Learning, Int. Python

Skills

Languages & Developer Tools: Python, TypeScript, JavaScript, SQL, Go, C, C++, Java, Rust, C#, R, HTML/CSS, Bash, Git, Linux, Ruby

Web, Mobile & APIs: React, Next.js, React Native, Node.js, FastAPI, Express.js, GraphQL, REST APIs, WebSockets, WebRTC, Three.js

AI/ML & Agents: PyTorch, TensorFlow, scikit-learn, NumPy, pandas, LangChain, Vercel AI SDK, RAG, MCP, Computer Vision

Data, Cloud & Infrastructure: PostgreSQL, pgvector, Redis, AWS, GCP, Docker, Kubernetes, Terraform, GitHub Actions, CI/CD, Vercel

Experience

AI/ML Engineer Intern

Jun 2026 - Present

Opal Intelligence | opalbot.gg

San Francisco, CA

- Architected the real-time voice + vision stack for an agent that joins Discord voice and plays live multiplayer games: cut voice latency **47.5% (800ms → <420ms)**, shipped a 60+ fps YOLOv8 detector to train the model; **\$110K+ on-chain revenue**
- Designed the per-game harness splitting Claude strategic reasoning from a sub-frame control loop, plus Postgres-backed cross-session memory (SQLite failover) and a Computer Use Agent (Chrome extension) for mid-game web navigation

Software Engineer

May 2026

Human Delta

San Francisco, CA

- Shipped core product features across Human Delta's knowledge workflows, including customizable dashboard interactions, redesigned management surfaces, revamped creation flows, and polished UI animations.
- Engineered workflow tooling for AI-driven knowledge processes, improving generated asset organization, file navigation, bulk actions, live progress visibility, content editing, and quality evaluation across core product surfaces.

Projects

angel. - Nozomio AI Agents Hackathon 1st Place | *nia, Convex, Tensorlake, Claude, Playwright*

[Win](#) | [Repo](#)

- Built an embodied desktop AI coworker that converts swipe-based onboarding into a 768-dimensional persona vector, then instantiates an Electron + VRM agent with memory, mood, movement, and real computer-use execution.
- Architected the always-on agent spine across Convex, Nia memory, Tensorlake background jobs, SMS/Discord surfaces, and Claude/Codex execution, streaming live agent work into a 3D room instead of a terminal, true AGI.

gopal. - Top 10 @ OpenAI x Cerebral Valley Hackathon | *WebRTC, OpenAI Realtime API, Playwright, jabby*

[Repo](#)

- Shipped a realtime spatial AI companion for Apple Vision Pro/browser camera streams in **3 hours**, integrating **OpenAI Realtime** voice + vision, live camera context, capable of executing local coding workflows and computer actions.
- Presented at **OpenAI HQ** in San Francisco against a handpicked field of founders, researchers, and elite agentic builders

jabby - 24/7 personal claude code daemon | *gbrain MCP, Claude Code CLI, openclaw, Discord API*

(Private Repo)

- Built a **24/7** Discord-native Claude Code **daemon** that lives across DMs, group chats, threads, images, slash commands, and background **heartbeats**, turning Discord into a persistent interface for an agent with access to my full **digital life**.
- Designed the safety and capability layer for full-computer agent access, wiring in gbrain memory, MCP servers, custom skills, scoped permission modes, kill switch controls, per-thread isolation, queued execution, and model fallback.

agartha. - AGI Summit 2026 Hackathon Winner | *Mineflayer, discord.js, Google Gemini, MCP, jabby, gbrain*

[Live Demo](#) | [Win](#) | [Repo](#)

- Built an embodied Minecraft agent with a three-lane architecture, an always-on reflex loop for survival/combat, a real-time voice loop for live conversation, and an async reasoning loop for multi-step planning.
- Cut voice-to-response latency from 6.5-13s down to 1828ms by dispatching tool calls directly instead of spawning a process per action, fast enough that the agent's actions often land before its own sentence finishes.

iris. - CitrusHacks 2nd Place Overall | *FastAPI, Google Gemini, Veo 3.1, Meta SAM2, Vultr, PostgreSQL*

[Devpost](#) | [Live Demo](#)

- Built a **prompt-driven** video editor that replaces typical video editing workflows with single sentence vibe-edits to reduce the steep learning curve, paired with a **CLI + portable SKILL.md** so any **agent** can autonomously **edit** videos through bash.
- Engineered a Gemini-orchestrated pipeline chaining SAM2 masks, Veo 3.1 generation, and a 4-axis scoring system surfaced to the agent through 20 SSE-streamed function-calling tools for preview, split, trim, grade, and parallel batch generation.

nami. - fullyhacks 1st place winner | *Next.js, Vercel AI SDK, Human Delta, TypeScript*

[Devpost](#) | [Live Demo](#)

- Built a 7-agent college counseling platform for students priced out of \$10K+ private counselors.
- Architected the **agentic context** layer powering all 7 agents: ingests unstructured documents into a queryable knowledge graph (Human Delta + Supabase), dynamically injecting verified context into each agent's reasoning loop at query time.