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Matthew McKay

Education

2010–present **Bachelor of Science in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA, *GPA: 3.94/4.0* (Dean's List).

2006–2010 **High School Diploma**, *Poolesville High School*, Poolesville, MD, *GPA: 3.88/4.0, Weighted GPA: 4.75/5.0*.

Experience

2011–present **Teaching Assistant for Principles of Functional Programming**, *Carnegie Mellon University, School of Computer Science*, Pittsburgh, PA.

- Helped teach and guide students through learning functional programming with SML
- Taught recitations, wrote homeworks, held office hours, graded papers

Summer 2009 **Student Research Intern**, *University of Maryland*, College Park, MD.

- Developed a Java program that used Monte Carlo methods to play Bridge
- Used the program to experiment with a new method of averaging in the implementation of Monte Carlo methods to see how it impacted the program's performance in Bridge

Skills

Languages	SML, Java, C, Actionscript	Applications	Eclipse, Mathematica, Photoshop
Strong Work Ethic	Will always get work done on time, as well as push others to do so	Teamwork	Have a lot of experience working on team projects

Activities

Game Creation Society: Programmer of games, participated in Project **Lucid** in Fall 2010 and **Project 101 Ways to Die** in Spring 2011

Robotics Club: Programmer on the Colony project, using many simple robots to accomplish large tasks
- Worked on the SURG project Traffic Navigation in a Low-Cost Robot Colony

Game Programming: Created approximately 10 Java-based games in spare time (including a Picross creator/player, a remake of Chip's Challenge, an arcade shooter, and Jezzball)

Projects

Modeling Software: Java application that can create and run basic experimental models (similar to STELLA)

Student Manager: Java application for creating and managing student project groups and seating charts for multiple graduation years