

Matthew McKay

Education

- 2010–present **Bachelor of Science in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA, *GPA: 4.0/4.0 (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

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|-------------------|--|--------------|---|
| 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