

Matthew McKay

Education

- 2010–present **Bachelor of Science in Computer Science (Minor in Mathematics)**, *Carnegie Mellon University (Class of 2014)*, Pittsburgh, PA, *GPA: 3.95/4.0 (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

- Summer 2012 **Software Engineering Intern**, *Google*, Mountain View, CA.
 - Worked on the YouTube Video Management Team
 - Implemented advanced search features in the Video Manager, and worked on improvements to the new Dashboard
- Fall 2011–Spring 2012 **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, C, Java, Python, Javascript | Software | Vim, Git, Linux |
| 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

- Greylock Hackfest 2012 Worked in a group to develop τ (which made it into the top ten projects), a webapp for students to submit code and view and respond to comments from teachers for instant feedback
- 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)