Mathias Ooi

408-207-6009 | $\underline{\text{mathiasooi@ucsb.edu}}$ | github.com/mathiasooi

EDUCATION

University of California, Santa Barbara

Santa Barbara, CA

Bachelor of Science in Computer Science + Mathematics

Sep. 2023 - May 2026

- UC Cumulative GPA: 3.75
- Relevant coursework: Object Oriented Design and Implementation, Probability and Statistics (ongoing)
- Relevant planned coursework: Data Structures and Algorithms I & II (winter & spring)

University of California, Irvine

Irvine, CA

Summer Session

Summer 2023

• Relevant coursework: Linear Algebra (proof-based), Combinatorics, Multivariable Calculus, Probability I

EXPERIENCE

Gender Biases in Wikipedia

Cupertino, CA

Oct. 2021 - Dec. 2021

- Parsed and filtered Wikipedia XML dumps for infoboxes
- Analyzed for gender discrepancies (infoboxes for men include relatively more education/career data while females include more family/physical data)

Connecting Futures Now

Aug. 2021 – Present

Santa Clara, CA

- Developed a highly customizable iOS math app in Swift for non-verbal autistic students
- Collaborated with parents and students to iterate on app design

Competitive Programming

Aug. 2020 – Dec. 2022

- Reached USA Computing Olympiad Gold level
- Project Euler (top 1%), Advent of Code

PROJECTS

Scheme Interpreter $\mid C++, Scheme$

Jan. 2023 - Present

• Created an MIT Scheme interpreter in C++ with garbage collection and tail-call optimization

Delaunay Triangulation $\mid C++, Python, Matplotlib$

Aug. 2023 - Present

 $\bullet \ \ \text{Implemented an incremental Delaunay triangulation program based on the Bowyer-Watson algorithm}$

• Built a simple C++ ray tracer based on the Ray Tracing in One Weekend series

Anti Othello Website | JavaScript, HTML, CSS

Oct. 2021

May 2021

- Deployed an interactive website to play anti-othello against a bot
- Utilized a minimax algorithm with alpha-beta pruning to optimize bot moves

Cubic Bézier Curve Library | Python

Aug 2021

• Created an open-source Python library for visualizing cubic bézier curves

TECHNICAL SKILLS

Ray Tracer $\mid C++$

Languages: C++, Python, C, SQL, Julia, Swift, JavaScript, HTML/CSS

Frameworks: React, Node.js

Libraries: Git, NumPy, Pandas, SciPy, Matplotlib, PyTorch, OpenCV, BeautifulSoup, RegEx