Matthew Pun

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OBJECTIVE

Seeking a software development internship as a computer science undergraduate to apply knowledge and skills gained in video game development, web development, and app development

EDUCATION

Pennsylvania State University *University Park*   August 2024 - Present
- *College of Engineering:* BS in Computer Science and Mathematics   GPA: *4.00*
- *Coursework*: Data Structures and Algorithms | Object-Oriented Programming with Web Development | Discrete Math | Matrices | Calculus and Vector Analysis | Systems Programming | Digital Design

Harvard University *edX Course: CS50*   September 2020
- Skills: C, Python, SQL, HTML, CSS, JavaScript, Algorithms, Data Structures, Memory, Artificial Intelligence

PROJECTS

Workout App   June 2025 - Present
- Collaborate in a team of 3, applying React in app development and creating intuitive UIs to "gamify" fitness
- Utilize APIs to gather data for tracking calories, nutrients, minerals, and food recommendations

Coding Role-Playing Game   June 2023 - Present
- Craft efficient 3D models and animations in Blender with procedural textures, rigging, and keyframes
- Leverage Visual Studio to create movement scripts, quest management scripts, and user interfaces
- Operate Unreal to create environments, a physics engine, shaders, and optimize runtime procedures
- Compose various styles of music for violin, piano, voice, and flute to elevate player experience

Encephalon   February 2023
- Designed a knowledge-enhancing application utilizing flashcards, to-do lists, and note-taking software

Chess Application and Chess Bot   May 2022
- Constructed and designed a chess application that allows players to play against a chess bot in Java
- Leveraged recursion to calculate the best moves for opponents; the capture of pieces determine best moves

LEADERSHIP EXPERIENCE

Presidential Leadership Academy   April 2025 - Present
- Develop critical thinking skills for informed leadership decisions, mentored by President Neeli Bendapudi
- Study the contributions from multidisciplinary fields to society, mentored by Dean Patrick Mather
- Broaden perspectives on sociopolitical issues by attending field trips around the country

Violin 2 Section Leader *Campus Orchestra (PSU)*   September 2024 - May 2025
- Act as a liaison between the conductor and section, communicating instructions effectively
- Set an example through leadership, discipline, and technical excellence
- Assisted in coordinating bowings, phrasing, and dynamics to enhance section synchronization

Captain *Garnet Valley Boys Volleyball*   March 2022 - June 2024
- Mentored younger athletes, fostering skill development, confidence, discipline, and a resilient mindset
- Performed as the outside hitter for the varsity team, maintaining morale and boosting team confidence
- Assisted in developing game strategies, adjusting plays based on team strengths and opponents

WORK EXPERIENCE

Co-Founder, Technology Chair *ChemQuestPA*   September 2023 - August 2024
- Designed a website to advertise old events, gain interest in upcoming events, and introduce team members
- Organized 3 events for 120+ kids to perform science experiments and develop interests in STEM subjects safely
- Planned bake sales to fundraise over a total of $700 and increase student interest by 63%
- Mentored a team of 8 students for 4 months, developing communication, leadership, and technical skills

SKILLS

Technical: Java, Python, C, C++, C#, SQL, Object Oriented Programming, Arduino, Unity, Unreal, Blender, CSS, HTML, JavaScript, React, TypeScript, GitHub
Soft: Communication, Teamwork, Critical Thinking, Leadership, Organization, Time-Management
Languages: French [Limited Working Proficiency], Chinese [Elementary Proficiency]
Interests: Violin, Piano, Video Games (*role-playing and sandbox*), Cross Country, Volleyball, Cooking