

# Matthew Gong

Mzg9288@nyu.edu | XXX-XXX-XXX | matthewzgong.github.io

## Education

**New York University, Class of 2024,** New York City, NY.  
Candidate for a B.S. in Computer Science  
Cumulative GPA: 3.84, Major GPA (CS and Math): 4.00  
Coursework: OOP, Data Structures and Algorithms, Intro to Programming,  
Integrated Calculus

## Programming Experience

**Software Intern at Dark Forest,** Remote.  
Developed and work on plugin system for Dark Forest Dec. 2021 - Jan. 2022  
using Solidity and Typescript

**Research Assistant at MIT CSAIL Haystack ,** Virtual.  
Developed features for Squadbox using Javascript and Django. Jun. 2021 - Oct. 2021  
Conducted research under the Prof. David Karger

**NYU Robotics Design Team,** New York City, NY.  
Designed and built robot for NASA Robotic Mining Competition. Aug. 2020 - Dec. 2021  
Created an input agnostic communication protocol

**HackLodge,** Seattle, WA.  
Selected as one of fifteen members to participate in a week-long, all Dec. 2018  
expenses paid hackathon. Designed and created an Android app.

## Projects

**ShouldIDodge,** May. 2020.  
Analyzes teammate history in League of Legends to predict game odds  
based on a set of heuristics.

**Snake AI,** Feb. 2020.  
Q-Learning bot that plays the classic game Snake.

**PictoWar,** Jun. 2019.  
Multiuser, facial recognition based Android game that allows 2 users to  
"fight" each other by being the first to take a picture of the other's face.

**AppSampler,** Dec. 2018.  
An Android app written in Java that allows users to "sample" games.  
It randomly selects apps in the Google Play Store to temporarily down-  
load on a user's phone.

## Technical Skills

Java, Python, C++, JavaScript, Android App Development, HTML