

Matthew Gong

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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: Data Structures and Algorithms, Intro to Programming,
Integrated Calculus

Programming Experience

Research Assistant at MIT CSAIL Haystack ,

Virtual.

Developed features for Squadbox using Javascript.

Jun. 2021 - Aug. 2021

Conducted research under the supervision of Prof. Karger

NYU Robotics Design Team,

New York City, NY.

Designed and built robot for NASA Robotic Mining Competition.

August. 2020 - Present

Created an input agnostic communication protocol

Techno Smart Kids,

Sammamish, WA.

Taught 4th-5th graders programming skills with
Python and Scratch.

Aug. 2018 - April. 2019

HackLodge,

Seattle, WA.

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

Dec. 2018

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, JavaScript, Android App Development, HTML