

# 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: 3.9/4.0, Dean's List

Coursework: OOP, Data Structures and Algorithms, Intro to Programming,  
Linear Algebra, Discrete Math, Integrated Calculus

## Programming Experience

**Software Intern at Dark Forest/0xParc,**

Remote.

Developing a plugin system for Darkforest UI rendering  
using Typescript.

*Dec. 2021 - Present*

**Research Assistant at MIT CSAIL Haystack,**

Virtual.

Developed features for Squadbox using Javascript and Django.  
Conducted research under Prof. David Karger

*Jun. 2021 - Oct. 2021*

**NYU Robotics Design Team,**

New York City, NY.

Designed and built a robot for NASA Robotic Mining Competition.  
Created an input agnostic communication protocol

*Aug. 2020 - Dec. 2021*

**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, C++, JavaScript, Android App Development, HTML