Matthew Gong

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

Education

New York University, *Class of 2024*,   New York City, NY.
Candidate for a B.S. in Computer Science
Cumulative GPA: 3.9/4.0, Dean's List
Coursework: Algorithms, Artificial Intelligence, OOP, Data Structures, Database,
Linear Algebra, Discrete Math, Integrated Calculus, Prob. and Stats

Programming Experience

Software Intern at Roblox,   San Mateo, CA.
Implemented adaptive merging into the Roblox   *May 2023 - Aug. 2023*
physics simulation engine

Software Intern at Oracle,   Remote.
Worked on creating a math library for NetSuite SuiteScript platform   *May 2022 - Aug. 2022*

Software Intern at Dark Forest/0xPARC,   Remote.
Developing a plugin system for Dark Forest UI rendering system   *Dec. 2021 - April 2022*
from end to end

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

Camera2Pose,   *May 2022*.
Image localization to predict the coordinates of a player in VR
using OpenVR and Mediapipe

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.

Technical Skills

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