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 and Django.   *Jun. 2021 - Aug. 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.   *August. 2020 - Present*
Created an input agnostic communication protocol

Techno Smart Kids,   Sammamish, WA.
Taught 4th-5th graders programming skills with   *Aug. 2018 - April. 2019*
Python and Scratch.

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, JavaScript, Android App Development, HTML