Matthew Gong

Education

New York University, *May. 2025*,   New York City, NY.
Candidate for a B.S. in Computer Science
Cumulative GPA: 3.92/4.00, Dean's List
Coursework: Algorithms, Artificial Intelligence, OOP, Data Structures, Database,
Discrete Math, Prob. and Stats, OS, Machine Learning, Combinatorics

Programming Experience

ML Engineer Intern at Tesla Autopilot,   Palo Alto, CA.
On the Dojo software team working on ML performance and infrastructure   *Sept. 2024 - Dec. 2024*
for Tesla's custom GPU. Overlapped system communication and
computation by implementing an asynchronous device-to-host data transfer
system.

Software Intern at Two Sigma,   New York, NY.
Created an end to end performance profiler for Two Sigma's data streaming *May 2024 - Aug. 2024*
and processing engine using C++ and Python. Created a tool for engineers
and researchers to help detect performance bottlenecks within complex
financial models.

Software Intern at Roblox,   San Mateo, CA.
Worked as a performance engineer for the Roblox's Physic Team. Optimized *May 2023 - Aug. 2023*
rigid body simulation by implementing adaptive merging for the Roblox
physics game engine in C++. Worked on both algorithmic and low-level
optimizations resulting in a 2x speed up.

TA for Design And Analysis of Algorithms,   New York, NY.
Teacher Assistant for CS-UY 2413. Worked on grading, making problems   *Sept. 2023 - Jan 2024*
and tutoring students.

Software Intern at Oracle,   Remote.
Collaborated with customers to design and implement a math library API   *May 2022 - Aug. 2022*
for the upcoming version of NetSuite's Suitscript platform using TypeScript
and Java.

Software Intern at Dark Forest/0xPARC,   Remote.
Developed a rendering plugin system for Dark Forest in Typescript. This   *Dec. 2021 - April 2022*
system allowed users to create and import custom WebGL shaders to
personalize in-game components and extend the game's visual capabilities.

HackLodge,   Seattle, WA.
Selected as one of fifteen members to participate in a week-long, all   *Dec. 2020*
expenses paid hackathon. Designed and created an Android app. It
randomly selects apps in the Google Play Store to download.

Languages

Python, C++, Java, Javascript, Typescript.