

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: 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 physics simulation engine
May 2023 - Aug. 2023

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 Darkforest UI rendering system
from end to end
Dec. 2021 - April 2022

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

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