

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

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
Python and Scratch.

Aug. 2018 - April. 2019

USACO,

Virtual.

Nation-wide high school computing competition.

Dec. 2018 - Mar. 2019

Analyzed and solved problems using algorithmic thinking

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, JavaScript, Android App Development, HTML