MATTHEW ARDIZZONE

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EDUCATION

Master's of Engineering in Computer Science at Cornell Tech **Aug 2021 – May 2022**

:: Final GPA: 3.860.
:: Security and Privacy, AR/VR, MR research, Design of Interactive Devices, Startup Studio, Business
:: Fundamentals, Cybersecurity, Computer Vision, Blockchain and Cryptography, Internet Law.

Bachelor's of Computer Science at UNC-Chapel Hill **Aug 2018 – May 2021**

:: Major GPA: 3.880. Overall GPA: 3.834.
:: Foundations of Programming, Computer Architecture, Data Structures, Modern Web Programming, Machine Learning, Deep Learning, Files and Databases, Models of Language and Computation, Algorithm Analysis, Calculus, Discrete Math, Linear Algebra, Probability and Statistics.
:: Other Coursework: Intro Bio and Chem with Lab, Anatomy and Phys., Molecular Bio and Genetics.

Summer Coursework at Stony Brook University **May 2019 – Aug 2019**

:: Organic Chemistry I and II, Organic Chemistry Lab. GPA: 3.860.

OCCUPATIONS

Software Engineering Intern with Applied Research Associates (ARA) **Jan 2022 – Apr 2022**

:: Implemented new software features and bug fixes in cybersecurity defense software. Participated in regular sprint meetings through ARA's agile processes.

Research Data Analyst of Mouse UTRs **Jul 2020 – Aug 2021**

:: *Sequence and tissue targeting specificity of ZFP36L2 reveals Elavl2 as a novel target with co-regulation potential*. Publication, April 22, 2022, Nucleic Acids Research, Vol 50, Issue 7. (DOI).
:: Designed analytical code on untranslated regions of mice RNA using Python packages such as Pandas, Scipy, and Matplotlib to determine the effect of a degrading protein in the laboratory of Ph.D. Silvia Ramos and with mentorship from Dr. Alain Laederach.

Computer Science Tutor with Varsity Tutors **Feb 2021 – May 2021**

:: Tutored high school students in computer science to aid online education during the pandemic.

PROJECTS

Shuttlecock Showdown **Nov 2021 – Dec 2021**

:: Created and developed a badminton-themed virtual reality game using Unity Engine for the Oculus platform as a team for the final project of a university class: AR/VR (Learn more).

Ace of Clubs **May 2021 – Aug 2021**

:: Independently developed a golfing video game mechanic using the Unity Game Engine, including programming, level design, sound design, UI, and animation (Watch demo).

Sight to Sound Project **Sep 2016 – May 2017**

:: Independently developed a prototype device using fractals to convert visual to auditory information for the visually impaired to "see" through sensory substitution (Learn more).

SKILLS

Programming Java, C, C#, Python, Assembly, Bash, HTML, CSS, JavaScript, MATLAB, Git.
Applications Anaconda, Unity Game Engine, Blender, Adobe Premiere, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Audition, Final Cut Pro, Audacity, FL Studio, Paint.NET, Pixlr, Figma, G Suite.
Personal Saxophone, Piano, Film Making, Film Editing, Photography, Teaching, Customer Service.

VOLUNTEER

Volunteer Saxophone Teacher, Musical Empowerment **Sep 2018 – Mar 2020**

:: Weekly, 60-minute, music lessons with a 7-year-old child from an underprivileged family in the Research Triangle area with language barriers preventing access.

Volunteer Swim Teacher, Dive In! Chapel Hill **Sep 2018 – Mar 2020**

:: Weekly, 60-minute swimming sessions with 2 middle school-aged children from underprivileged families in the Research Triangle area who have language barriers preventing access.

LEADER

Learning Assistant, Computational Photography **Jan 2021 – May 2021**

:: Led 2-hour weekly office hour sessions, answered students' questions on Piazza, and provided homework feedback to facilitate online learning during the pandemic.

President of the Embracing Dental Research Journal Club **Sep 2020 – May 2021**

:: Selected and distributed dental journal articles and led half-hour-long discussion sections twice per month for 2 semesters. Improved meeting attendance from 5 members to over 20.