MATTHEW ARDIZZONE

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EDUCATION

Master's in Computer Science at Cornell Tech **Expected Graduation, May 2022**

- *First Semester GPA: 3.829.*
- Security and Privacy, VR/AR, Design of Interactive Devices, Startup Studio, Business Fundamentals.

Bachelor's of Computer Science at UNC—Chapel Hill **Graduated in May 2021**

- *Major GPA: 3.880.* *Overall GPA: 3.834.*
- Major Coursework: Computer Architecture, Data Structures, Intro Machine Learning, Deep Learning, Algorithm Analysis, Modern Web Programming, Calculus, Discrete Math, Linear Algebra.
- 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, *GPA: 3.860.*

WORK

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

- Will implement new software features and bug fixes. Will participate in regular sprint meetings and through ARA's agile processes, participate in team meetings focused on feature design.

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

- Designed analytical code on untranslated regions of mice RNA using Python, Pandas and Microsoft Excel, to determine the effect of a degrading protein in the laboratory of Ph.D. Silvia Ramos and with mentorship from Dr. Alain Laederach (publication in progress).

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**

- Developed a badminton-themed virtual reality game using Unity Engine for Oculus platform as part of 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, SQL, Git.

Applications Unity Game Engine, Blender, Adobe Premiere, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Audacity, FL Studio, Paint.NET, Microsoft Office Suite.

VOLUNTEER

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

- Weekly, 40-minute, music lessons with a 7-year-old child from an underprivileged family.

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 who have language barriers preventing access.

LEADERSHIP

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.