Your Name

github.com/code-by-matt
my4@princeton.edu
609-216-0038

Education

Princeton University, Princeton, NJ September 2017–June 2021 (Expected)
- A.B. in Mathematics, 3.8 GPA.
- Coursework includes Algorithms and Data Structures, Probability and Stochastic Systems, Linear Algebra, Combinatorics, and Real Analysis.

Projects

Seam Carving, class project April 2019
- Worked with a partner to implement an image resizing algorithm that preserves the image's content without cropping or stretching.
- Tools: Java.

Thue-Morse Connect Four, code-by-matt.github.io/connect4 October 2018
- Front-end web app that plays a variant of Connect Four designed to eliminate the game's first player advantage by using a turn system based on the Thue-Morse sequence.
- Tools: HTML/CSS, JavaScript.
- Explored expanding functionality using Google Firebase during HackPrinceton Fall 2018.

Experience

Algebraic Geometry Research, Princeton University June 2019–Present
- Study Shafarevich's *Basic Algebraic Geometry 1* under Professor János Kollár.
- Meet weekly with Prof. Kollár as part of a seven-person research group.

Course Assistant, Princeton University September 2018–Present
- Lead weekly problem sessions for about 50 students in Real Analysis and Linear Algebra.
- Answer students' questions and guide students through homework problems.

Activities

Author in Princeton Undergraduate Research Journal, shortened link pls Spring 2019
- Presented a narrative explanation of Carl Friedrich Gauss's discovery that the regular seventeen-sided polygon is constructible using a compass and straightedge.
- 1 of 5 papers selected for publication out of 23 total submissions.

Editor of Profiles in Entrepreneurship, medium.com/profiles-in-entrepreneurship October 2018–Present
- Manage a team of 4 writers for an intercollegiate publication that provides student entrepreneurs actionable advice from startup founders and VCs.
- Produced over 30 articles in the 2018–2019 school year.

Skills

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