George Matthew

Computer Science Undergraduate

(206)-372-0194
gmatthew1141@gmail.com

About

An avid programmer with an interest in learning new things, playing and coding games, and experimenting with different programming languages. An undergraduate student majoring in Computer Science currently seeking to gain real-world work experience with a position that will support learning and growth.

Programming Languages

- Java
- C/C++
- C#
- Kotlin
- Ruby
- SQL
- Python

IDE

- Eclipse
- IntelliJ
- Android Studio
- Visual Studio
- Visual Code

Education

University of Maryland College Park, MD

Bachelor's Degree in Computer Science | Graduated Spring 2021

Relevant Coursework:

Object-Oriented Programming I & II; Discrete Structures; Organization of Programming Languages; Introduction to Machine Learning; Database Design; Programming Handheld System; Software Engineering; Game Programming

Edmonds Community College Lynnwood, WA | GPA 3.6

Associates Degree in Arts and Science | Graduated Spring 2017

Relevant Coursework:

Intro to Programming; Computer Science I, II, III Java; Linux and UNIX I; Calculus I, II, III; Differential Equations; Linear Algebra

Projects

Virtualized Learning Research (VLearn)
Research Project, College Park, MD | Feb 2021

- Integrated a multi-agent system using Photon PUN V2 into an existing virtual environment used for Neurological tests in Unity.
- Developed REST API that allows administrators to spawn and operate a bot remotely.
- Developed and added in a new task, Tower of Hanoi, into the web app.
- Created a decision tree scripts that allows a bot to complete task without human input.

Shift Scheduler
Personal Project, Hyattsville, MD | May 2021

- Built a desktop application using .Net Core WPF framework.
- Applied MVVM design pattern.
- Utilize MongoDB to store data.
- Extract and present required data to downloadable .csv file.

Pathfinding Simulation
Personal Project, Hyattsville, MD | Jul 2021

- Created a simulation for pathfinding algorithm using Unity.
- Visualized the visited nodes and path taken.
- Implemented A*, Djisktra's, Breadth-First Search and Depth-First Search pathfinding algorithm.
- Allowed player to choose start/goal position and customize tiles with 6 different obstacles.