# Gergely (Greg) Chikan

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## Education

Cornell University

B.A. in CS & Math

Expected May 2023 | Ithaca, NY

GPA: 3.86 / 4.3

## Courses

Intro to Analysis of Algorithms
Intro to Machine Learning
Data Structs & Functional Programming
Discrete Structures
OO Design Data Structs (Honors)
Intro to Backend Design
Intro to Differential Equations
Probability Theory
Linear Algebra

## Languages

Proficient

JavaScript • Java • TypeScript • SQL

Familiar

Bash • Python • C# • OCaml

## Libraries

Proficient

jsReact • Flask • UnityEngine

Familiar

Node.js • Spark • NumPy • TensorFlow • Keras

## Tools

Proficient

Git/Github • WSL • VSCode • Eclipse

Familiar

Docker • Google Cloud • IntelliJ

## Interests

Linguistics • Philosophy • Tennis • Travelling • Backpacking • Biking • Rock Music • Piano • Board Games

## Experience

### Backend Dev | Cornell Course Management System

Jul 2020 – Current | Ithaca, NY

- Created, redeveloped, and tested JPA Endpoints
- Redesigning and reimplementing API, undoing years of disorganization
- Working in a production environment, participating in code reviews, with rigorous deadlines and testing standards

### Software Engineer | Cornell Cup Robotics

Jan 2020 – Current | Ithaca, NY

- Member of the Minibot project, an educational robotics system designed for high schoolers/undergraduates
- Implemented Google Blockly in a jsReact web-app as a medium for users to program the Minibot
- Creating a customizable ML object classification model training jsReact web-app and backend, with the goal of helping students understand ML/CV (inspired by **TensorFlow Playground**)

### Consultant | O-O Design & Data Structs (Honors)

Aug 2020 – Current | Ithaca, NY

- Designed and graded assignments and exams
- Assisted students with assignments, OOD concepts, and Java through weekly office hours and Piazza

## Projects

### Mill-AI | jsReact

May 2020 – Sep 2020

- A Greedy MCTS AI for the game Mill built into a webapp

### Sorting Algorithm Visualizer | jsReact

Jan 2020 – Feb 2020

- A webapp for visualizing 6 sorting algorithms with various parameters

### Gravity Blocks | C#, Unity

Jul 2019 – Dec 2019

- An Android puzzle game based around manipulating a level's gravity to maneuver blocks into their correct places