

# Gergely (Greg) Chikan

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## Education

### Cornell University

B.A. in Computer Science &  
Mathematics

Expected May 2023 | Ithaca, NY

GPA: 3.86 / 4.3

## CS Courses

Intro Analysis of Algorithms

Intro to Machine Learning

Data Structs & Functional Programming

Discrete Structures

OO Design Data Structs Honors

## Links

Personal Website: [developergreg.com](http://developergreg.com)

LinkedIn: [Gergely Chikan](#)

GitHub: [greg1002](#)

Published Android Game: [Gravity Blocks](#)

## Proficiencies

### Languages

Java	JavaScript
Python	TypeScript
C#	SQL

### Libraries

jsReact	Node.js
JPA	Flask
TensorFlow	UnityEngine

## Soft Skills

Problem-Solving	Adaptability
Teamwork	Self-management

## Experience

### Cornell CMS Backend Developer

Jul 2020 – Current | Ithaca, NY

- Created, redeveloped, and tested API Endpoints

### Teaching Consultant

CS 2112: OO Design & Data Structures (Honors)

Aug 2020 – Current | Ithaca, NY

- Prepared and graded assignments and exams
- Held weekly office hours

### Cornell Cup Robotics Software Engineer

Jan 2020 – Current | Ithaca, NY

- Helped implement Google Blockly as a medium to communicate with a robot
- Creating a customizable ML image recognition interface, inspired by [TensorFlow Playground](#)

## Projects

### Mill-AI | jsReact

May 2020 – Present

- 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