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

Courses

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

Links

Personal Website: **developergreg.com**
LinkedIn: **Gergely Chikan**
GitHub: **greg1002**
Published Android Game: **Gravity Blocks**

Skills

Languages

Java	JavaScript
Python	TypeScript
C#	OCaml

Libraries

jsReact	Node.js
JPA	Flask
TensorFlow	UnityEngine

Soft Skills

Problem-Solving	Adaptability
Teamwork	Self-management

Experience

Backend Dev | Cornell Course Management System
Jul 2020 – Current | Ithaca, NY
- Created, redeveloped, and tested API Endpoints
- Updated and refactored old codebase
- Participated in code reviews

Software Engineer | Cornell Cup Robotics
Jan 2020 – Current | Ithaca, NY
- Helped implement Google Blockly as a medium to program a robot
- Creating a customizable ML image recognition interface, inspired by **TensorFlow Playground**

Consultant | O-O Design & Data Structs (Honors)
Aug 2020 – Current | Ithaca, NY
- Prepared and graded assignments and exams
- Held weekly office hours

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