Gergely (Greg) Chikan

gc392@cornell.edu | (785) 370-2059 | **developergreg.com** | **github.com/greg1002**

Education

Cornell University
B.A. in CS & Math
Anticipated May 2023 | Ithaca, NY
GPA: 3.84 / 4.0

Coursework

Algorithm Analysis
Machine Learning
Computer Vision
Embedded Systems
Functional Programming
Discrete Structures
O-O Design & Data Structs (Honors)
Differential Equations
Probability Theory
Linear Algebra

Languages

Proficient
JavaScript • Java • Python • HTML/CSS
Familiar
Bash • C • C# • OCaml • SQL

Libraries/Tools

Proficient
React.js • Flask • NumPy
Familiar
Node.js • TensorFlow • JPA • Keras • UnityEngine

Tools

Proficient
Git • Linux • VSCode • Eclipse • Vim
Familiar
Docker • Google Cloud • IntelliJ

Interests

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

Experience

Software Development Engineer Intern | Amazon

Jun 2021 – Dec 2021 | Dublin, Ireland

Software Engineer | Cornell Cup Robotics

Jan 2020 – Current | Ithaca, NY

- Member of the Minibot project, a licensed educational robotics system designed for high school/college students
- Implemented Google Blockly with custom Minibot-specific functionality in a React.js web-app as a medium for users to program the Minibot
- Creating a customizable ML object classification model training React.js web-app with Tensorflow.js, with the goal of helping students understand ML/CV

Teaching Consultant | Cornell University

Aug 2020 – Current | Ithaca, NY

- CS2112: Honors OO Design & Data Structures (Fall 2020)
- CS3110: Data Structs & Functional Programming (Spring 2021)
- Designed and graded assignments and exams
- Assisted students through weekly office hours and Piazza

Backend Dev | Cornell Course Management System

Jul 2020 – Dec 2020 | Ithaca, NY

- Created, redeveloped, and tested JPA classes/endpoints
- Helped redesigning and reimplement API, transitioning from JSP to REST architecture and undoing years of disorganization

Projects

Mill-AI | React.js

May 2020 – Sep 2020

- A Greedy MCTS AI for the game Mill built into web-app

Sorting Algorithm Visualizer | React.js

Jan 2020 – Feb 2020

- A web-app 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