

# Gergely (Greg) Chikan

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## Education

Cornell University

B.A. in CS & Math

Anticipated May 2023 | Ithaca, NY

GPA: 3.84 / 4.0

## Coursework

Algorithm Analysis

Machine Learning

Functional Programming

Discrete Structures

O-O Design & Data Structs (Honors)

Backend Design

Differential Equations

Probability Theory

Linear Algebra

## Languages

Proficient

JavaScript • Java • TypeScript • SQL

• HTML • CSS

Familiar

Bash • Python • C# • OCaml

## Libraries

Proficient

React.js • Flask • JPA • UnityEngine

Familiar

Node.js • 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

### 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 with assignments, OOD concepts, and Java through weekly office hours and Piazza

### Backend Dev | Cornell Course Management System

Jul 2020 – Current | 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