Gergely (Greg) Chikan

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

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
Intro to Differential Equations
Probability Theory
Linear Algebra

Links

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

Skills

Languages

Java	JavaScript	Python
TypeScript	C#	OCaml
LaTeX	Bash	SQL

Libraries

jsReact	Node.js	Flask
TensorFlow	NumPy	UnityEngine

Tools

Git/GitHub	Docker	WSL
Google Cloud	VSCode	Eclipse

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
- Helping migrate backend from JPA to REST

Software Engineer | Cornell Cup Robotics

Jan 2020 – Current | Ithaca, NY

- Helped implement Google Blockly on a jsReact web-app 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
- Assisted students 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