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
Data Structs & Functional Programming

Links

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

Proficiencies

Languages

Java	JavaScript
Python	TypeScript
OCaml	SQL

Libraries

jsReact	Node.js
JPA	Flask
TensorFlow	UnityEngine

Soft Skills

Problem-Solving	Adaptability
Teamwork	Self-management

Experience

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**

Cornell CMS Backend Developer

Jul 2020 – Current | Ithaca, NY

- Refactored codebase, created endpoints, implemented integration tests

Teaching Consultant

CS 2112: OO Design & Data Structures (Honors)

Aug 2020 – Current | Ithaca, NY

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

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