

Matt Levin

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Education

University of Rochester

Hajim School of Engineering and Applied Sciences
Bachelor of Science in Computer Science
Current GPA: 3.75 / 4.00

May 2018

Rochester, NY

Notable Courses: Artificial Intelligence, Design and Analysis of Efficient Algorithms, Computer Organization, Web Programming, Human Computer Interaction, Linear Algebra

Projects

Automated Reasoning: Finds or proves solutions to systems of propositional logic

URBus: Redesigned website and app for university bus system using graph algorithms and APIs

Bayesian Inference: Compares approximation algorithms on probabilistic graphical models

Cache Simulator: Evaluated the performance of different cache configurations

Professional Experience

Undergraduate Researcher

Human Computer Interaction Lab

June 2017 – Present

Rochester, NY

- Apply machine learning techniques to automate lie detection from audio and video
- Use clustering algorithms and hidden Markov models to model human conversation

Teaching Assistant

University of Rochester

August 2017 – Present

Rochester, NY

- Mentor project teams in designing and building products to meet a consumer need
- Grade assignments and hold weekly office hours for Human Computer Interaction course

Information Technology Consultant

Simon School of Business

June 2016 – Present

Rochester, NY

- Assist students and professors in troubleshooting problems and configuring devices
- Train new employees on procedures and regulations of the position

Music Instructor

Music in Chappaqua

June 2012 – August 2015

Chappaqua, NY

- Taught one-on-one and group lessons on bass, guitar, drums, and performance
- Managed daily operations, acted as interim director on occasion

Volunteer Experience

Tutor

Computer Science Undergraduate Council

January 2017 – Present

Rochester, NY

- Hold weekly tutoring sessions for several computer science courses

Eagle Scout and Patrol Leader

Boy Scouts of America

June 2007 – August 2015

Scarsdale, NY

- Planned and executed construction of a wooden fence for school's sustainability program
- Collaborated with contractors, businesses, volunteers, and school and public officials

Skills and Interests

Programming Languages: Java, Python, C, JavaScript, HTML, CSS, SQL, and Swift

Software: NumPy, Node.js, Git, Apache, jQuery, Ajax, Xcode, and Adobe Photoshop

Interests: Machine Learning, Artificial Intelligence, Guitar, Bass, Soccer, and Ultimate Frisbee