Matthew Gies

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EDUCATION

University of California, Irvine   **Irvine, CA**
Bachelor of Science, Computer Science (GPA: 4.00)   September 2019 — June 2023
- Relevant Coursework: Python Programming, C++ Programming, Data Structure Implementation and Analysis, Discrete Mathematics, Linear Algebra, Information Retrieval, Human-Computer Interaction, Computer Networks
- Activities: Video Game Development Club, Renegade & INSA Dance Teams, Design at UCI, Free Clinic Project

PROJECTS

Portfolio Website (matthewgies.com)
Personal Project   December 2021 — Present
- Designing a responsive, interactive portfolio website to host a collection of coding and art projects
- Creating front-end prototype with Adobe XD to be implemented with HTML, CSS, and JavaScript
- Building a modular system so future content can be added efficiently later on

Maze Generator and Solver
ICS 46 Data Structure Implementation and Analysis   January 2022
- Created and implemented a program in C++ to generate and solve mazes on the back end of an existing user interface
- Implemented a recursive depth-first search algorithm for both generating and solving mazes
- Sustained no memory leaks even on mazes of size 250x250+ by utilizing nested standard library containers like vector

Iteration of Data Types
ICS 33 Intermediate Programming: Python   April 2021
- Created a program designed to manipulate data types using Python by designing functions
- Designed functions to tackle organization programming problems, using iteration, from data in text files
- Manipulated nodes into different data types such as lists, tuples, sets, and dictionary

LEADERSHIP & EXTRACURRICULAR EXPERIENCE

Video Game Development Club   **Irvine, CA**
Art Director   March 2021 — Present
- Plan workshop schedules each quarter, prepare slide decks, and present content every week to 25 club members
- Facilitated quarterly game projects for 100+ members, including interviewing potential project leads, organizing art commission requests, leading prototyping sessions, and responding to members' questions outside of meetings
- Restructured existing "Scaffold" programs to teach art skills to new game developers

Hi5, DubHacks Hackathon Submission   **Seattle, WA**
Designer, Programmer   October 2021
- Collaborated with 2 participants to create a messaging application to assist students with social interaction after COVID-19
- Designed UI with Figma and created a functioning front-end web application using the React JavaScript library
- Presented project and proposal for backend implementation during group interview rounds to a panel of 5 industry judges

Voxel, Design at UCI Project Team   **Irvine, CA**
Designer   January 2021 — March 2021
- Collaborated with 2 club members to fill an opening in the online retail market, by analyzing competitors and performing interviews to determine the current state of online Augmented Reality shopping
- Planned with sketches and low-fidelity prototypes using Procreate and Figma and performed user testing
- Analyzed feedback from 35 survey responses and 6 interviews and adapted initial design to fit consumer needs
- Designed an interactive high-fidelity prototype and presented design to 3 judges and 40+ club members

WORK EXPERIENCE

UCI Student Housing, Mesa Court   **Irvine, CA**
Center Attendant   September 2020 — January 2021
- Interacted with 50+ students daily when operating the Mailroom, Housing Office, Community Center, and Rec Center
- Processed move-in and work orders for 800+ students and delegated maintenance responsibilities to 40+ staff members

Catholic Funeral & Cemetery Services   **Pleasanton, CA**
Data Manager   June 2017 — September 2018
- Reorganized the existing HR infrastructure within ADP to make accessing records more efficient
- Securely handled employees' confidential Social Security, benefits, and tax information

SKILLS & INTERESTS

Languages: Python, C++, MIPS, MEL, HTML, CSS
Other Skills: Spanish (Proficient), Maya, Figma, Adobe XD, Photoshop, Illustrator, Canva, Microsoft Office Suite, Google Suite
Interests: Video Game Streaming, Open-Style/Hip-Hop Dance, Rowing, Traveling, Culture & Languages, Photography