

Matthew Chan

SOFTWARE ENGINEER

CONTACT

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EDUCATION

M.S. COMPUTER SCIENCE

Columbia University
New York, NY
GPA: 3.80/4.0

B.A. ECONOMICS

UCLA
Los Angeles, CA
GPA: 3.65/4.0

SKILLS

OpenGL
Unity
C/C++
ROS
Python
Bash

ACADEMIC EXPERIENCE

GRADUATE RESEARCH ASSISTANT

Computer Graphics and User Interfaces Lab | 2019-Present

Developing a 3D collaborative virtual reality application allowing users to view and interact with data in an urban environment under Professor Steven K. Feiner. This project will be presented at the upcoming ACM SIGGRAPH conference.

INSTRUCTOR

Columbia University | 2019

Taught an *Introduction to Programming in C* course with Columbia's School of Professional Studies to gifted high school students. Covered topics such as control flow, recursion, pointers, algorithms, data structures and dynamic memory allocation.

GRADUATE TEACHING ASSISTANT

Columbia University | 2018-Present

Served as a TA for *Essential Data Structures in C/C++* and *Computational Aspects of Robotics*. Hosted weekly review sessions and held weekly office hours to recap lecture material and assist students with homework assignments.

INDUSTRY EXPERIENCE

SOFTWARE ENGINEER

Intel Corporation | 2016-2018

Designed, implemented and deployed several statistical learning models on company servers and integrated them into data visualization platforms such as Salesforce, Tableau and Microsoft Business Intelligence. Contributed to platform stability by debugging and optimizing jobs that run on Intel's back-end Hadoop clusters.