Matthew Garrison

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Orlando, Florida

EDUCATION

University of Central Florida   Expected Graduation: May 2020
B.S., Computer Science   GPA: 3.87
Burnett Honors College

PROFESSIONAL EXPERIENCE

UCF Programming Team   September 2016 – Present
Team member
- Met the high standards set by the team's success in international programming contests.
- Practiced with teammates to solve difficult problems with tight time and space constraints.
- Contributed to the team's high standings in competitions (ACM-ICPC, NAIPC).

Summer Institute @ UCF   June – July 2017
TA, Computer Science and Competitive Programming Camps
- Taught middle and high schoolers how to make games using Java and libGDX.
- Taught high schoolers the fundamentals of competitive programming – basic techniques, algorithms, and data structures.

UCF College of Arts and Humanities   May – September 2016
Web Developer
- Developed an email form to allow students to submit permission number requests for classes in the School of Performing Arts. Uses PHP, JavaScript, and PHPMailer.
- Created a website for *Filthy Dreamers*, a documentary made by students at UCF.

PROJECTS

Android Game
- Developed using Java and libGDX. A 2D platformer game where the player attempts to jump over thrown projectiles.

Platformer Game
- Developed using Python and Pygame. A 2D platformer game where the player fights slimes and navigates to the end of the level.

SKILLS

Strong: Java
Familiar: Python, HTML, CSS, BootStrap, C