Matthew Garrison

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EDUCATION

University of Central Florida   Expected Graduation: May 2020
B.Sc. in Computer Science   GPA: 3.75
Burnett Honors College

EXPERIENCE

UCF Programming Team   Sept. 2016 – Present
Team Member
- Placed in the top 15% of competing students in order to join the team (based on speed and accuracy of solutions), using Java.
- 1st place in Junior/Large School division and 4th overall at 2017 Mercer contest.
- 9th place in Division 1 at 2017 Southeast Regionals.
- Spent 5 hours every Saturday practicing in a team of three to solve algorithmic problems with tight time and space constraints.

Summer Institute @ UCF   June 2017 – July 2017
Teaching Assistant
- Computer Science camp: Taught 11 middle and high schoolers how to make games using Java and libGDX.
- Competitive Programming camp: Taught six high schoolers basic competitive programming techniques, algorithms, and data structures.

UCF College of Arts and Humanities   May 2016 – Sept. 2016
Web Developer
- Developed an email form using JavaScript, PHP, and PHPMailer that allows the 700+ students in the School of Performing Arts to submit permission number requests.
- Built a website with BootStrap for *Filthy Dreamers*, a documentary made by UCF students.

PROJECTS

Incoming!   Java, libGDX
github.com/matthewgarrison/Incoming
- Mobile and desktop game where the player attempts to jump over incoming projectiles.

Reddit probability bot   Python, PRAW
github.com/matthewgarrison/Reddit-probability-bot
- Simulates rolling dice and flipping coins. Has additional flags for use with tabletop games.

SKILLS

Languages: Java (5.5 years), Python (1.5 years), HTML, CSS, C
Software/frameworks: Git, LaTeX, BootStrap, Jekyll, libGDX