

Matthew Garrison

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EDUCATION

University of Central Florida

B.Sc. in Computer Science

Burnett Honors College

Expected Graduation: May 2020

GPA: 3.81

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