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   September 2016 – Present
Team member
- Placed in the top 15% of competing students in order to join the team.
- Spent 5 hours every Saturday practicing with teammates to solve algorithmic problems with tight time and space constraints.
- 1st place in Junior/Large School division and 4th overall at 2017 Mercer contest.
- 9th place in Division 1 at 2017 Southeast Regionals.

Summer Institute @ UCF   June – July 2017
T.A., 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 the 700+ students in the School of Performing Arts to submit permission number requests. [JavaScript, PHP, and PHPMailer]
- Created a website for *Filthy Dreamers*, a documentary made by UCF students. [BootStrap]

PROJECTS

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

Reddit 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), C (1.5 years), HTML, CSS
Libraries: libGDX, BootStrap, Jekyll