

Matthew Frucht

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EDUCATION

Cornell University

B.S. in Information Science

Concentrations in Data Science and UX

Dyson Business Minor

Expected Grad. May 2021

GPA: 3.6

COURSEWORK

Human-Computer Interaction

Data Struct. & Functional Programming

Designing Tech for Social Impact

Data-Driven Web Apps

Design and Programming for the Web

Intro to Data Science

Networks

OOP & Data Structures

Teams and Technology

Language and Information

SKILLS

Languages

Python, Java, OCaml, JavaScript, PHP, SQL

Frameworks and Packages

React.js, NumPy, Pandas, Flask, Beautiful Soup, Socket.IO, D3.js

Tools

Usability/UX Testing, User Research, Figma, Sketch, Adobe Photoshop

ACTIVITIES

Delta Tau Delta Fraternity

Vice President (2020)

House Manager (2019)

Philanthropy Chairman (2019)

Order of the Omega Honor Society

Cornell Hillel

INTERESTS

Avid Reader • Hiker

Listening to and Playing Music

TECHNICAL EXPERIENCE

Product Design Intern | Enroute

Summer 2020

- Designed and prototyped the first iteration of Enroute, an application that provides asset-tracking and intelligence tools for hospitals, using Figma.
- Implemented designs with React to create the final application.

Software Developer Intern | Cornell Future of Learning Lab

Summer 2020

- Worked on CourseCrafter, an information retrieval system designed to help students choose courses based on natural-language input. Linked from Cornell's official course roster, and already used by thousands of students.
- Implemented new querying methods and adjusted the application for new displays of online/in-person course modalities. Using React paired with a Flask backend.

Front-End Developer Intern | Fussell Lab, Cornell University

Summer 2019

- Developed the front-end portion of a web application designed for non-native English speakers that measures the politeness of text messages primarily using Flask and JavaScript.

TEACHING

Teaching Assistant | INFO 3450: Human-Computer Interaction

Cornell University | Present

- Assisting a class of 200 students in understanding the human-centered design process.
- Topics include user research interviews, personas, usability testing, heuristic evaluation, storyboarding, paper prototyping, and digital prototyping using Figma and Balsamiq.

Teaching Assistant | CS 1110, 1133: Intro CS Using Python

Cornell University | Fall 2018 - Spring 2020

- Held office hours, facilitated lab sessions, and graded work for a class of over 800 students learning Python and the fundamentals of programming.

PROJECTS

Advanced Calculator in OCaml

- Built a command-line application that performs common calculator operations as well as more advanced computations related to probability, statistics, and linear algebra.

Stretch Recommendation Search Engine

- Designed and built front end of a web application allowing users to search for stretches based on body part.
- Implemented boolean search to find results and integrated cosine similarity to rank displayed results. Implemented Rocchio algorithm to increase relevancy of results.

Promoting Stress Management through Social Interaction

- Prototyped an application designed to allow college students to meet new people and socialize face to face.
- Iterated through the human-centered design process to formalize user needs; explored the solution space through affinity diagramming; created prototypes with Balsamiq and Figma.