

# 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: 3.64

### Plainview JFK High School

Grad. 2017 | Plainview, NY

## COURSEWORK

### Completed

Human-Computer Interaction

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

### In Progress

Data Struct. & Functional Programming

Probability Models

## 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 (Present)

House Manager (2019)

Philanthropy Chairman (2019)

## INTERESTS

Reading • Hiking • Music • Hockey

## 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 in 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

- Holding office hours, facilitating lab sessions, and grading work for a class of over 800 students learning Python and the fundamentals of programming.

## PROJECTS

### Stretch Recommending 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; explore the solution space through affinity diagramming; create prototypes with Balsamiq and Figma.

### Dynamically Visualized World Happiness

- Created a dynamic data-driven visualization that displays data from World Happiness report on an interactive map using D3.js.