

# Marcus Gozon

734-263-0651 • [mgozon@umich.edu](mailto:mgozon@umich.edu) • [mgozon.github.io](https://mgozon.github.io) • [github.com/mgozon](https://github.com/mgozon)

## Education

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**University of Michigan** | 3.92/4.0

Ann Arbor, MI

*Bachelor of Science, Computer Science*

*Aug. 2021 – April 2025*

*Bachelor of Science, Honors Mathematics*

*Aug. 2021 – April 2025*

- **Relevant Coursework:** Honors Math I and II (Advanced Calculus and Linear Algebra), Honors Differential Equations, Honors Multivariable & Vector Calculus, Intro to Combinatorics, Intro to Modeling Political Processes, Honors Analysis I, Data Structures and Algorithms, Foundations of CS (Theory of Computation), Honors Physics I
- **Activities and Societies:** UM's Competitive Programming Team
- **Main Technical Skills:** C++, Java, Unity, C#, Python, NumPy
- **Other Technical Skills:** Git, JavaScript, React, Firebase, Mathematica, HTML, CSS

## Experience

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**Undergraduate Researcher**

Oct 2022 – present

*University of Michigan*

*Ann Arbor, MI*

- Exploring information leakage in machine learning systems
- Examining mitigation strategies to protect the privacy of medical data used in training the predictive algorithms

**Computer Science Team Captain**

Oct 2020 – May 2021

*Pioneer High School*

*Ann Arbor, MI*

- Taught other students Data Structures and Algorithms common throughout CS competitions every other week
- Created many resources including guides and problem sets for members
- Received the Ray Pittman Award for contributions to the coding team

**Math Club Founder and President**

Sep 2020 – May 2021

*Pioneer High School*

*Ann Arbor, MI*

- Taught other students advanced mathematics common throughout math competitions every week
- Created many resources including guides and problem sets for members
- Received the Mary Strand Danforth Award for contributions to mathematics at Pioneer

## Projects

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**Maze Generator** | *Unity, C#*

- Developed a mobile game that generates its own mazes by using a randomized minimum spanning tree
- Generated collectibles randomly within the maze and designed a shop to increase user engagement

**Image Resizer** | *C++*

- Implemented a content-aware image resizer by using dynamic programming

**Galaxy Escape** | *Java, Greenfoot*

- Created a planet-based platformer by implementing object positioning, the camera view, zooming, collision, and planetary gravity

**Infinite Maze** | *Unity, C#*

- Prototyped a non-euclidean maze based off of a prefix tree as a novel environment for future games

**Color Board** | *Unity, C#*

- Invented a board game with scoring based on adjacent edges and edge streaks by utilizing a disjoint set

## Awards

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**William Lowell Putnam Mathematical Competition Top 500**

*Ann Arbor, MI* | February 2022

- Placed 352th on a challenging proof-based math test given to undergraduate students in the nation

**Alice Webber Glover Math Scholarship**

*Ann Arbor, MI* | May 2021

- Received from UM's math department for impressive achievement in mathematics

**USA Computing Olympiad Platinum Division**

*Ann Arbor, MI* | April 2021

- Competed in algorithmic contests to reach Platinum Division, which is composed of the top 350 pre-college students

**Michigan Mathematics Prize Competition Bronze Medal**

*Ann Arbor, MI* | March 2020

- Ranked 43rd overall from over 4000 students on a two part math examination