Marcus Gozon

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Education

University of Michigan Ann Arbor, MI

Bachelor of Science, Computer Science *Aug. 2021 – April 2025*

Bachelor of Science, Mathematics *Aug. 2021 – April 2025*

- **Coursework**: Honors Math I (Calculus with analysis and topology), Honors Differential Equations, Honors Multivariable & Vector Calculus, Linear Algebra, Programming and Intro Data Structures, Intro to Linguistics
- **Activities and Societies**: UMich Programming Team, Michigan Hackers Machine Learning Team
- **Technical Skills**: C++, Java, Git, JavaScript, React, Firebase, Unity, C#, Python, HTML, CSS

Experience

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

Physics Tutor Nov 2020 – May 2021

Pioneer High School *Ann Arbor, MI*

- Tutored a student weekly on AP Physics concepts

Projects

Life Organizer | *JavaScript, React, Firebase, Tailwind CSS*

- Developed a web application to keep track of tasks and projects in a hierarchical structure by utilizing a tree
- Integrated Firebase to allow users to sign in and store their data

Maze Generator | *Unity, C#*

- Developed a game that generates its own mazes by using a randomized minimum spanning tree
- Used the Fisher-Yates Shuffle to generate collectibles within the maze

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#*

- Developed a non-euclidean maze based off of a prefix tree

Color Board | *Unity, C#*

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

Awards

- **Alice Webber Glover Math Scholarship** - for impressive achievement in mathematics
- **USA Computing Olympiad Platinum Division** - reached Platinum Division, which is composed of the top 350 pre-college students in the nation
- **American Invitational Mathematics Examination Top 500** - placed among the top 500 with a score of 10/15 on the AIME, an exam given to the top 5% of participants on the American Mathematics Competition
- **Michigan Mathematics Prize Competition Bronze Medal** - placed 43rd overall from over 4000 students
- **Math Kangaroo Gold Medal** - Received a perfect score on the grade 11-12 examination