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Web & Git

Github: mkuzdal
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Programming

C/C++, Python,
C#, Java, R, HTML
SQL, Javascript

OS Experience

MacOS ★★★★★
Unix ★★★★★
Windows ★★★★★
GNU/Linux ★★★★★

Applications

Matlab, LaTeX
Arduino, LabView,
Adobe, GIMP, Git,
Numpy, Unity, OpenGL

Activities

ACM-AI, IEEE,
C3, Enigma

Interests

Machine Learning,
Artificial Intelligence,
Data Science,
Graphics

MatthewKuzdal

Computer Science and Engineering

Education

- 2015 - 2019 **Bachelors Degree in Computer Science** [University of California Los Angeles](#)
GPA: 3.96 (current)
Second year student - Junior standing
Relevant coursework: Object Oriented Programming, Systems Architecture, Software Construction, Signals and Systems Analysis, Digital Logic Design, Operating Systems, Computer Graphics.
- 2011 - 2015 **General Education Degree** [Citrus Valley High School](#)
Graduated Valedictorian with a cumulative GPA of 4.74

Experience

- 2017 **Scott Simulator** [Personally Designed Game Engine](#)
A simple 3-D Event based game using a personal made game engine in WebGL. The engine offers features such as Phong shading, shadow mapping, texture mapping, collision detection, frustrum culling, and a dynamic 3D built in physics engine. Language(s): Javascript, HTML
- 2017 **Simply English** [Android Studio](#)
Android application used to translate English into a simpler form to help ESL speakers learn and understand English more effectively. Uses Machine Learning to adapt to the user and build a dictionary based on their preferences. Designed as part of a hackathon project for Hack UCI 2017. Language(s): Java, XML
- 2016 **Dissonance** [Unity Engine](#)
An interactive 2-D rhythm based, multiplayer networking game using Unity's game engine. Designed as part of a hackathon project for Citrus Hacks 2016. Language(s): C#
- 2016 **FrackMan**
Simple 2-D game designed as part of an object oriented design project during my Freshman year of college. Language(s): C++

Leadership

- 2013-2016 **Soccer Coach / Referee** [AYSO](#)
Soccer coach and volunteer referee for under 12 AYSO team's. Responsible for coordinating information between the players and the parents, negotiating team meet-ups, and holding practices multiple days per week. Enhanced leadership and team management skills.

Honors & Awards

- 2016 - 2017 **Dean's Honor List (Winter 2016 - Fall 2016)** [UCLA SEAS](#)
Awarded to the top performing Engineering students in their class.
- 2016 **Rube Golberg Competition** [UCLA's Tau Beta Pi](#)
1st place winners in the sixth annual Rube Goldberg machine competition hosted by UCLA's Tau Beta Pi.
- 2015 **CVHS Class Scholarship Award** [Citrus Valley High School](#)
Award granted to the graduating student who best exemplified the ideals behind academic excellence and academic integrity; voted by the staff and teachers at the school.