

## Address

6538 Applewood  
Street, Highland, CA  
92346, USA

## Phone

+1 (909) 262-0263

## Mail

mkuzdal@gmail.com  
mkuzdal@g.ucla.edu

## Web & Git

GitHub: mkuzdal  
LinkedIn: mkuzdal

## 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

## Summary

My goal is to obtain an entry level internship position in a Computer Science related field, which will serve as both a career growth and a challenge to my profession.

## 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 **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 **Zork.py** [Discord Bot](#)  
A bot using Discord's API to play the interactive adventure game Zork within the chatroom. Language(s): Python
- 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.
- 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.
- 2014 **San Bernardino County Regional Scholar** [San Bernardino County](#)  
Awarded to the top 1% of graduating students in San Bernardino County.