Matthew Teng

Intern

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Education

Bachelors of Science, *University of California, Riverside*   09/2020 – present   Riverside, California
- Part of a B.S. M.S. program to finish M.S. in one year after B.S. completion

Relevant Coursework
- Data Structures and Algorithms, Discrete Mathematics, Multivariable Calculus, Linear Algebra, Design and Architecture of Computer Systems

Professional Experience

Coding Instructor, *Coding Minds Academy*   08/2022 – present   Irvine, California
- Taught weekly coding classes to K-12 students involving various languages like Scratch, Python, and C++
- Guided multiple students' coding projects including Tic-Tac-Toe, Jeopardy, and a maze game
- Helped develop Scratch and Python lesson plans used by instructors

Cello Teacher, *Dexter Music*   09/2022 – present   Irvine, California
- Teaching 3 students a week cello with custom lesson plans

Projects

Feature Selector, *Creator*
- Created a feature selection algorithm making use of both forward selection and backward elimination in C++
- Evaluated accuracy with K-nn cross validation

Valdle, *Co-Creator*
- Created a Wordle-like game involving Valorant trivia during the UCR Citrus Hack
- Coded the majority of the front end in HTML and CSS
- Assisted in coding the back end in Javascript

Minesweeper, *Co-Creator*
- Created a fully functional minesweeper game in the terminal
- Coded all game logic and terminal interface
- Made use of C++, PuTTy, GitHub, googletest, Valgrind, and MS Visual Studio

Languages and Tools

Programming Languages
C++, Python, HTML, CSS, JavaScript

Tools
Git, Github, Visual Studio Code, Visual Studio