MATTHEW PAULY

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Education

Harvard University   **Cambridge, MA**
A.B., Mathematics and Computer Science, 3.71 GPA   **Expected Graduation May 2023**

Work, Leadership, and Projects

CS 50 Course Assistant   **September 2020 - December 2020**
Harvard University
Held office hours every week to help students with their work in CS 50 Intro to Computer Science

Card Game Machine Learning Agents   **July 2020**
Personal Project
Personal coding project, built two separate computer agents, one using deep reinforcement learning and one with Information Set Monte Carlo Tree Search, for the card game Gang of Four (https://github.com/mtp61/gof_PPOalgorithm, https://github.com/mtp61/gof_ISMCTS)

Image Recognition Project   **May 2019**
Saint Paul Academy
Senior Project at Saint Paul Academy, collaborated with other students along with instruction from a University of Minnesota graduate student to build a deep neural network for image classification of objects relevant to self-driving cars (traffic lights, stop signs, etc.) from scratch, ultimately achieving ~93% accuracy (https://github.com/mtp61/ImageClassificationNeuralNet)

Eagle Scout   **2011 - 2018**
Boy Scout Troop 110
Served as Senior Patrol Leader; Directed Eagle Scout Project involved preservation of the Latham Raspberry, a 98 year-old University of Minnesota variety

Skills and Interests

Software Development: Data Structures and Algorithms, Object Oriented Programming
Programming Languages: Moderate experience with Python and Java; some experience with C, C++, Javascript, and HTML
Interests: Personal Coding Projects (https://github.com/mtp61), Board & Card Games, Backpacking, Ultimate Frisbee — play for Redline, the top men's team at Harvard