

Matthew Monsour

Student of Computer Science

Education

2013–2017 **B.S. in Computer Science**, *Stony Brook University*, Stony Brook, NY.

Dean's List: Fall 2013, Fall 2014, Fall 2015

Expected graduation: May 2017

Experience

Course Projects

Fall 2015 **Nachos Operating System Assignments**, *CSE 306*.

Project involved implementing various aspects of an Operating System in Java over the course of a semester, using the provided Nachos Operating System as a starting point. Topics included mutli-threading, synchronization, CPU scheduling, system calls and hardware traps, filesystems, and virtual memory. The project was completed as a group assignment, with the help of my colleague Brandon Fieger.

Open Source Contributions

Jul 2015 – **Open-PREC**, *Matthew Monsour*.

present <https://github.com/mzmonsour/open-prec>

Open source plugin for the Source engine, written in C++, helps record gameplay and stats automatically. I am currently the primary contributor.

Feb 2015 – **Gameboy Rust**, *Matthew Monsour*.

present <https://github.com/mzmonsour/gameboy-rust>

Gameboy emulator written in the Rust programming language. I am currently the primary contributor.

Feb 2015 **gfx-rs**, *The Gfx-rs Developers*.

<https://github.com/gfx-rs/gfx>

A high-performance, bindless graphics API for Rust. I assisted in tracking down an issue related to a compiler bug, which caused certain rendering settings to silently change.

Programming Languages

C	Advanced	C++	Advanced
Lua	Advanced	MIPS	Intermediate
Java	Intermediate	Rust	Intermediate
Ruby	Beginner	Bash	Beginner
Erlang	Some knowledge	Haskell	Some knowledge

Other Technologies

Office Suite	Word, Powerpoint, Excel	VCS	Git, SVN
Miscellaneous	L ^A T _E X		