Phillip Mathew

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OBJECTIVE

Internship in the field of Computer Science / Data Science

EDUCATION

University of Michigan (Ann Arbor, MI) (September 2016 – Present)
Bachelor of Engineering in Computer Science with a Minor in Statistics Anticipated Completion: April 2020
GPA: 3.2
Classes:

- EECS 281 – Data Structures and Algorithms
- EECS 370 – Introduction to Computer Organization
- EECS 280 – Programming and Introductory Data Structures
- EECS 203 – Discrete Math

Monta Vista High School (Cupertino, CA) (September 2012 – June 2016)
GPA: 3.9, AP Scholar with Distinction

RELEVANT EXPERIENCE

Vice President for Wolverine Sports Analytics (University of Michigan) (November 2016 –)

Built optimizers that project winning lineups for Daily Fantasy Sports games (e.g. FanDuel and Draftkings) using machine learning programs on multiple types of regression models, and obtained winnings of over $2300

Improved optimizer's runtime by creating historical data scrapers using Python, BeautifulSoup, and MySQL Workbench instead of using manual data collection

iOS Development Team Lead and Project Manager for Excel Test Prep (Fremont, CA) (May 2017 – August 2017)

Led a group of interns to document and create a score analytics app using Swift and JavaScript that displays graphs and trends of students' test score history for SAT and ACT practice tests

Presented weekly updates to the supervisors and the rest of the interns

Web Development Intern for LEAP Worldwide (Ann Arbor, MI) (February 2017 – April 2017)

Implemented LEAP's new landing page using HTML, CSS, and JavaScript

SKILLS

Web Development: HTML, CSS, JavaScript
Programming/Scripting: C, C++, Java, Python, Swift, MATLAB, Processing
Leadership and Cooperation:

- Project Manager for Excel iOS app
- High School Basketball and Volleyball

PROJECTS

Multiple C++ projects that implemented hash tables, priority queues, binary search trees, stacks, queues, deques, and traveling salesperson algorithms under memory and runtime constraints using Makefiles in a Linux environment (2017)
Personal website using HTML, CSS, JavaScript, and jQuery: https://phillipmathew314.github.io/ (2017)
Created multiple Java mini-games using Processing, a coding environment based on visual arts (2015)
Created a game called Ion Matchers in Java that helped students study for a Chemistry Honors class (2014)