

Phillip Mathew

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EDUCATION

University of Michigan – College of Engineering (Ann Arbor, MI)

Bachelor of Engineering in Computer Science with a Minor in Statistics

GPA: 3.2/4.0

Classes:

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

Academic Standing: 2016 - 2020

EXPERIENCE

Google

Insurtech Research Analyst

(Ann Arbor, MI – London, England) January 2018 –

- Targeted pain points in Google's warranty claims process and evaluated feasibility of integrating Blockchain/IoT technologies to improve efficiency, resulting in the current development of a prototype web application

Wolverine Sports Analytics

Vice President

(Ann Arbor, MI) November 2016 –

- Developed optimizers to predict winning lineups for Daily Fantasy Sports games (e.g. FanDuel and DraftKings) using machine learning programs on multiple types of regression models resulting in obtained winnings of over \$2300
- Created historical data scrapers using Python, BeautifulSoup, Scikit-learn, and MySQL to automate the data collection process resulting in an increased optimizer runtime

Excel Test Prep

iOS Product Management Intern

(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

LEAP Worldwide

Web Development Intern

(Ann Arbor) 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

PROJECTS

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