Matthew Krikorian

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Education

University of Illinois @ Urbana-Champaign — *Urbana-Champaign, IL*

B.S. in Computer Engineering, **GPA: 3.5/4.0** — *August. 2015 - May 2019*

Relevant Coursework: Differential Equations, Analog Signal Processing, Digital Signal Processing Probability with Engineering Applications, Data Structures, Artificial Intelligence, Digital Systems Laboratory, Adv. Competitive Algorithmic Programming

Experience

ViaSat — *Carlsbad, CA*

Incoming Software Engineering Intern — *May. 2018 - August 2018*

- Incoming summer intern on the cloud computing and machine learning team

Verizon — *West Nyack, NY*

Network Engineering Intern — *Jun. 2017 - August 2017*

- Began implementation of a unified employee platform using Angular and JSON
- Analyzed power circuits and came up with power solutions for 30+ cell-sites in the NYM area
- Performed network analysis and determined the necessary telecommunications equipment to effectively develop the LTE network

LOPE@UIUC — *Urbana - Champaign, IL*

Undergraduate Research Assistant — *May 2016 - Sep. 2016*

- Assisted and conducted research on laser spectroscopy phenomenon using a femto-pulse laser
- Interfaced data acquisition technology with various sensors using LabVIEW
- Worked on projects such as an Arduino and stepper-motor driven beam chopper which cost roughly $50 to save several thousand dollars on purchasing the industrial versions of such products

Projects

Jane Street Trading Bot — *Python*

https://github.com/matthewkrikorian/jane-street-trading-bot — *Sep. 2017 - Sep.2017*

- Implemented a trading bot in Python that executed trades on an Amazon EC2
- On average bot generated an extrapolated $43,200 in profit across a 12 hour trading window
- Parsed inputs from the marketplace using the JSON Python library to determine when to execute new trades

Casino Game in Hardware — *System Verilog*

https://github.com/matthewkrikorian/blackjack-in-hardware — *Nov. 2016 - December 2016*

- Implemented a fully operational betting system and Blackjack AI.
- Implemented an RNG card dealing system that would randomize cards dealt every hand and would properly reshuffle the cards dealt.
- Cards dealt, chips bet, and game outcome displayed on FPGA.

Skills

- **C/C++, CUDA, System Verilog, FPGAs, MATLAB, Python, Git, SVN, C#, Unity, HTML, CSS, Intel x86, Linux, LaTeX, Analog Signal Processing, Digital Signal Processing, RF Design, Logic Design**