

Education

Michigan Technological University

- BS in Computer Science
- Minor in Mathematics
- GPA **3.72**, fall 2021 anticipated graduation
- Dean's List for 5/5 semesters

Experience

Research Assist. @ Michigan Tech

(2020-21)

- Developed a desktop app allowing people using eye tracking and other alternative input methods to submit previously inputted text
- Data is used to train and improve predictive language models
- Uses sealed box encryption to protect data
- Utilized AWS, Electron, and GitHub Actions

Software Dev. Intern @ JopeConnect

(2019-2020)

- Used Agile methodology
- Utilized AWS, Semaphore CI/CD, React Native, Serverless, Node.js, testing frameworks, and Git
- Collaborated with a global team
- 2020: architect & UI implementer
 - Primary developer for a telehealth app (iOS and Android) that included messaging and video call functionality
 - Architected it such that it would be easy to maintain and add new features
- 2019: lead architect
 - Architected and developed the backend of an IoT smart home app, acted as a hub for multiple different manufacturers and device types
 - App supported device triggers, routines, and schedules
 - Integrated backend with Alexa and app

Activities

- Treasurer & tech lead for Keweenaw Kube
- Co-Captain and lead programmer of FIRST Robotics Competition team #3299
- FIRST FLL volunteer from 2015 to 2018

Projects

- TuyAPI, a collaborative open-source ecosystem
 - Enables local control of thousands of low cost IoT devices
 - Utilizes an event driven, asynchronous methodology
 - More than 300k NPM installs of TuyAPI + related packages
 - Fostered an open-source community around Tuya products
- XKCDY, a modern and open source iOS client for the xkcd webcomic
 - Written in Swift & SwiftUI
 - Focused on providing an extremely polished user experience
 - >4k downloads
- A scratch-built website for the Film Board @ Michigan Tech
 - Implements a custom CMS for adding new movies and editing pages
 - Regularly discussed project requirements with client
- See maxisom.me for more details

Skills

