

<https://maxchakhmatov.com/>
<https://github.com/AG-Systems>

MAX CHAKHMATOV

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US Citizen
San Francisco Bay Area

EDUCATION

Santa Cruz, CA	University of California, Santa Cruz	Grad June 2023
<ul style="list-style-type: none">• B.S. Robotics Engineering.• Minor in Electrical Engineering.• GPA: 3.4.		
Clubs: Formula Slug (FSAE)		
<ul style="list-style-type: none">• Project Management:<ul style="list-style-type: none">-Improved communication by writing documentation to assist new and existing team members.-Overhauled entire internal wiki for organization and project flow.-In charge of onboarding new team members for faster car development.• Electronics and Mechanical:<ul style="list-style-type: none">-Designed PCB for a brake light.-Assisted on the brakes system, and battery management system in SolidWorks.		
Relevant Classes: Circuits, Electronics, Logic Design, Signals, Statics, Dynamics, Feedback Controls.		
Planned Classes: Mechatronics, Sensor Design, Robotic Manipulation, Microcontrollers, Capstone		

EMPLOYMENT

EMPLOYMENT	BARRICK GOLD MINING	JUN 2021 – AUG 2021
Mechanical Engineer Intern Elko, NV		
	<ul style="list-style-type: none">Improved reliability, production, and safety by eliminating hazard of transfer chute maintenance. <i>Involved simulating ore flow for transfer chute to defect elimination with SolidWorks CAD, Rocky DEM, Python, and Ansys Fluent CFD (one-way coupling).</i>Designed, modified, optimized, and tested custom models with GD&T and FEA for transfer chute design.	

Frontend Engineer Intern	Walmart eCommerce	Jun 2020 – Aug 2020
Sunnyvale, CA		
<ul style="list-style-type: none">Developed mobile app utilizing React Native (TypeScript, and Redux) for internal testing. <i>This saved lots of time for senior engineers as it took off lots of load for testing for mobile.</i>Built a UI component sharing library for other teams to use with JavaScript (with React). <i>UI component sharing library is highly optimized for speed, and bundle size (30%+ more efficient).</i>Automated testing with internal CI using Docker.		

Software Developer Burlingame, CA	QuesGen Systems	Oct 2019 – Jun 2020
	<ul style="list-style-type: none">• Constructed internal mobile app with Flutter, Redux, and Dart. <i>Features proper state management, authentication, security, and high performance.</i> <i>Wrote and performed unit testing, integration testing, and widget testing for mobile app.</i>• Fixed bugs, extended features, and improved overall experience of QuesGen web dashboard in PHP.	

SKILLS, TOOLS, AND TECHNOLOGIES

- Software Engineering: Ruby, Python, JavaScript (React, GraphQL), PHP, C, C++, Assembly (RISC)
 - Mechanical Engineering: SolidWorks, Rocky DEM, Ansys Fluent
 - Electrical Engineering: Altium Designer, FPGA (Verilog), MATLAB
 - Interests: Poker, Finance, Surfing, Snowboarding, Formula 1
 - Languages: English, Russian
 - (basic usage only): Ansys Fluent, GD&T, FEA