

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

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. <p>Clubs: Formula Slug (FSAE)</p> <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. <p>Relevant Classes: Circuits, Electronics, Logic Design, Signals, Statics, Dynamics, Feedback Controls.</p> <p>Planned Classes: Mechatronics, Sensor Design, Robotic Manipulation, Microcontrollers, Capstone</p>		

EMPLOYMENT

Mechanical Engineer Intern Elko, NV	Barrick Gold Mining	Jun 2021 – Aug 2021
<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 Sunnyvale, CA	Walmart eCommerce	Jun 2020 – Aug 2020
<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