Aureliano Hubert Maximus

Software Engineer

ahubertmax@gmail.com   •   (785) 571-4955   •   Lawrence, KS

EDUCATION

University of Kansas | *Lawrence, KS*   **Spring 2024**
- Bachelor of Science in Computer Science

SKILLS

Languages: C++, Python, JavaScript, C, NoSQL, C#, HTML, CSS, Haskell, X64, BISON
Frameworks and Tools: React-Native, React, NextJS, Streamlit, PostgreSQL, EC2, AWS, Git, Linux OS

PROJECTS

Machine Learning Web Application: Graduation Project | *Software Developer*   **Fall 2023 – Spring 2024**
GitHub Link: https://github.com/DevinRS/Capstone_Project
- Collaborated with a team of 5 to engineer a web application which enhances the efficiency and user accessibility of Machine Learning Algorithms.
- Developed community cloud page which lets users download and upload custom Machine Learning algorithms to be used on their selected data.
- Implemented a cloud-based PostgreSQL database with SQLAlchemy for efficient management and storage of custom Maching Learning algorithms.
- Facilitated seamless database transfer between website pages, increasing page loading by 10%.
- Leveraged Amazon EC2 within the Amazon Web Services (AWS) cloud to enhance user database management and establish user profiles.

Weightlifting Helper Mobile Application | *Independent Software Developer*   **Spring 2023**
GitHub Link: https://github.com/AurHubertMax/WorkoutTracker
- Developed a mobile application using React-Native, designed to track and analyze weightlifting progress, equipped with unique features tailored for gym enthusiasts of all levels.
- Applied advanced visualization techniques, such as interactive graphs and charts, to depict progress, elevating user experience for effective performance analysis and goal achievement.

Automated Study Room Reservation System | *Independent Software Developer*   **Fall 2023**
GitHub Link: https://github.com/AurHubertMax/study-room-booker
- Created a Python-based desktop app designed to automate the study room reservation process.
- Integrated robust error handling mechanisms to enhance the script's reliability, ensuring accurate reservation processing even in the event of unexpected issues or changes.
- Implemented within Lambda Phi Epsilon International Fraternity Incorporated to optimize the academic success of active members.

Adventure and Resource Management Browser Game | *Software Developer*   **Fall 2022**
GitHub Link: https://github.com/harveyji1/A-Dark-Moon
- Spearheaded a custom 2-dimensional map featuring interactive points of interest, providing users with an engaging platform to navigate and explore key elements.
- Optimized code to prevent memory leaks and redundancy, resulting in smooth gameplay and faster loading times.
- Utilized UPEDU model and Agile Sprint methodologies for product design and maintenance, ensuing formal project documentation along with streamlining task planning and execution.

OTHER EXPERIENCE

Lambda Phi Epsilon International Fraternity | *VP of Membership Development*   **Fall 2023**
- Monitored academic performance of all active members and offered educational resources and support as required.
- Orchestrated the planning, execution, and breakdown of organization events to promote camaraderie.

Lambda Phi Epsilon International Fraternity | *Assistant New Member Educator*   **Fall 2023**
- Provided 32 hours of mentorship to 2 potential new members, ensuring their understanding and embodiment of the organization's professional standards and essential skills.
- Dedicated 14 hours over a span of 2 weeks to recruitment efforts, yielding the successful attraction of 2 potential new members to join the organization.