

Max Bartlett

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EDUCATION

Duke University

Bachelor of Science in Computer Science; Minors in Religion, Arabic

GPA: 3.5 / 4.0

Durham, NC

August 2016 - May 2020

Technical Skills: Java, R, C, Python, Ruby on Rails, HTML/CSS, SQL/NoSQL, Lisp, Git, UNIX, L^AT_EX

WORK EXPERIENCE

Visa

Software Engineer

- Debit Processing Solutions – Issuer Processing Data Processing Team

Highlands Ranch, CO

October 2020 - Present

The Coding School

Instructor and Curriculum Developer

- Developing an introductory data science curriculum in R alongside students and professionals
- Organized and led a day-long data science workshop for 71 students as part of a coding summer camp
- Offered one-on-one Python programming lessons to high school students

Remote

May 2020 - Present

IBM

Back-End Software Developer Intern

- Began integration of LogDNA into the IBM Cloud App Management platform
- Developed bash test scripts and researched APIs to consolidate the two services
- Practiced agile development alongside fellow interns and full-time employees

Durham, NC

May 2019 - August 2019

Duke University

Undergraduate Teaching Assistant

- Worked in three different introductory computer science and statistics courses
- Led multiple 30-person lab sections, graded assignments, and held weekly office hours
- Assisted MBA students throughout a two-day R programming workshop

Durham, NC

August 2018 - April 2020

Duke University

Undergraduate Research Assistant

- Researched data science pedagogy and collaborated with professors in creating new introductory course
- Co-developed an R Shiny app displaying trends in Duke undergraduate student demographic data
- Presented findings to faculty to increase retention in STEM from traditionally underrepresented groups

Durham, NC

May 2018 - June 2018

PROJECTS

Reality Ministries: Non-Profit Database Consulting

September 2019 - Present

- Provided technical consulting to a Durham-based nonprofit focused on developmental disabilities
- Refactored database schema and integration within Salesforce
- Developed Ruby on Rails and Salesforce Lightning apps to access user data via Salesforce and Zoom APIs

Bass Connections: The Art and Craft of Saxophone Mouthpiece Design

August 2019 - June 2020

- Gained experience in Micro-CT scanning, 3D modelling and printing, research design, and statistical analysis
- Developed R Shiny application displaying textual, visual, and aural components of the project
- Named runner-up in the 2020 Bass Connections poster competition out of 40+ entries

Runelite

November 2018 - January 2019

- Contributed to a free, open source, Java client for Old School Runescape with 60,000+ daily users
- Submitted several accepted pull requests containing bug fixes and new features
- Discussed and engaged with Java and Maven best practices with lead developers

VOOGASalad

November 2018 - December 2018

- Developed a 2D RPG game authoring environment and game engine with JavaFX in a team of eight
- Presented live demo to professor, TAs and fellow students