

MAX BITTKER

Building new things is my hobby and passion, and I want to bring my experience and skills to an environment where I can collaborate with talented people doing impactful things they care about. I believe that leveraging the power of computing is a critically important movement and it's interactions with established fields will continue to lead to the most exciting developments of our lifetime. Learning new skills is important to me and I always aim to be challenged by my environment. If you are doing exciting things with code or digital electronics, please feel free to contact me.

HIGHLIGHTS OF QUALIFICATIONS

- Experience completing work that requires planning, research, attention to detail, creativity, critical thinking, self-direction, and high focus.
- Strong listening, communication and learning skills built through wide gamut of projects
- Node.js, GoLang, C++, Unix, modern frameworks, Machine Learning, Relational & NoSQL Databases, Git, CSS, Java, AS3, MATLAB, HDL, CAD / CNC
- Experience with web + software engineering, design process, digital/embedded electronics, 3D printing and rapid development in a startup environment
- Rigorous academic foundation in computer systems & operating systems, computer science, electronics, physics, calculus, linear algebra, and software engineering best practices

EDUCATION Bachelor of Science in Computer Engineering

September 2012- Present

Queen's University, Kingston Ontario

- The Killam American Scholarship Awarded \$9000
- First Class Honors (Deans List) Student

RELEVANT WORK EXPERIENCE

Web Development Intern

May 2015 – September 2015

Key Storage Inc. – Internet Connected Safe & Asset Tracking Manufacturer

- Worked in a self-directed environment to retrofit large website with many pages of content
- Node.js, Gulp, Bootstrap, jQuery, Less

Software Intern

June 2014 – December 2014

PharmAdva – medical device manufacturer, member of the START-UP NY development program

- Worked as engineer #2, prototyping advanced embedded Linux system + touchscreen UI
- C++, BeagleBone, Linux, Mechatronics, UI design, shell scripting, Gtk

Summer Intern

June 2013 – September 2013

HARBEC – Toolmaker and Injection Molding, emphasizing Environmental Responsibility

- Maintained and operated direct metal laser sintering additive manufacturing device
- First-hand experience in many aspects of an innovative manufacturing workplace

Personal Projects, Involvements & Paid Freelancing

Ongoing

- Paid to develop cost-effective IoT current sensor and analytics for a manufacturing environment
- Open Journalism Project Fellowship: working with Queen's Journal to innovate student journalistic process and develop new curriculum for the news room of tomorrow
- Tier-1 Winner at Hack the North, Canada's largest hackathon for project "Propagate", & Won 1st place, "most polished", and "best use of AI" for project HiveGa.me at Hack Western
- Web-apps, Games, Simulations, and microcontroller projects using modern tools + frameworks
- Projects featured on front page of Hacker News, 40k+ page views
- Hosted at github.com/MaxBittker, personal site at maxbittker.github.io
- Organize QCC, FKA "Queen's Hack Nights", a inclusive space for collaboration and discussion

ADDITIONAL INFORMATION

- Enjoy art, strategy games, camping, intersectional feminism, science fiction, and distance running

REFERENCES AVAILABLE UPON REQUEST