Max Warren

Frontend developer and UI/UX Engineer

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SKILLS

Core Technologies

- JavaScript
- React
- Sass
- HTML
- Unity
- Bootstrap
- React Router
- Netlify
- Git
- Java
- CSS
- NodeJS
- C#
- Figma
- Material UI
- SQL
- Heroku
- Ruby

Others

- Design Systems
- Software Testing
- UI/UX Design
- Performance Optimization
- Progressive Enhancement
- Responsive Web Design

EDUCATION   Class of 2020

Bachelor of Arts, Knox College

- Computer Science Major
- Business & Management Minor

LEADERSHIP

2015–20   **A.I.P.E.F**   Knox College

- Led weekly board meetings, as well as aided in setting goals and strategic direction of the 501©(3) organization
- Coordinated and planned fundraising endeavors including personal solicitations and special events
- Collaborated with team members in tutor recruitment and training

SUMMARY

Software engineer, dedicated to developing solutions that leverage best practice technologies to deliver a top user experience . I design quality, user-friendly and scalable products.

RELEVANT EXPERIENCE

2020   **Computer Science Teaching Assistant**   Knox College

- Provided help with homework assignments and code debugging
- Conducted a crash course for Linked List, Array List, and Recursion primarily with Java

2019   **Start-up Term**   Knox College

- Led a team of four individuals with the aim of designing, implementing and pitching a customizable shoe display unit for streetwear consumers
- Acted as a product manager and assisted in the creation of the business plan and an investment pro forma
- Pitched the product to 30 investors and received funding interest

2016-20   **Information Systems Analyst**   Knox College

- Performed regular technical maintenance for email, network, and peripheral equipment
- Collaborated with User Services Director on point-of-contact service to resolve technology related issues
- Created and implemented new, more efficient internal troubleshooting procedures for common user issues
- Educated clients on how to effectively use and implement technology

RELATED SOFTWARE DEVELOPMENT PROJECTS

2020   **PacMan AI**   Knox College

- Implemented PacMan using an A* Algorithm in Java
- Trained PacMan to find the shortest path in the maze

2020   **PenPal**   Knox College

- Created a Global PenPal app that allowed users with similar interests to interact with each other
- Utilized C#, Adobe Photoshop, Unity2D and GitKraken in-order to design, build, and scale the PenPal app

2020   **In The Dead Of Night**   Knox College

- Developed a 2D first person shooter game using C#, Unity2D and GitKraken, while acting as the technical manager of the team

PORTFOLIO PROJECTS

2021   **Pathfinder**

- Implemented several interactive pathfinding algorithms that allow the user to gain a better understanding of how algorithms work
- Incorporated animations in-order to visually depict the algorithms path in real time

2022   **Anime Website**

- Utilized color theory and design to create an educational anime website
- Delivered an overall fast, yet accessible and silky smooth user experience
- Crafted a solid design system to enforce consistency across the application.