

MAX ORTMAN | SOFTWARE ENGINEER

847-346-5909 | Maxrort@gmail.com | [LinkedIn](#) | [Portfolio](#)

SKILLS

Languages: C++, C#, Python, Java, Swift, SQL

Tools & Software: Visual Studio, JetBrains, Unity, Unreal Engine, Isaac Lab, GitHub, GitHub Actions, Apps Script, OpenAI API, Gemini API, AWS

EXPERIENCE

Tools Programming Intern | Second Dinner

May - August | 2025

- Created custom tooling in C# to improve the productivity of other teams
- Built tools that leveraged LLMs to increase productivity
- Worked as part of a team to ship a new feature in Unity
- Leveraged Unity, GitHub Actions, Apps Script, Gemini API, and more to create powerful tools

Instructor | iD Tech Camps

June - August | 2023 - 2024

- Instructed children and teens 7-17 on Python, Java, C++, Unreal Engine, Machine Learning, and OpenAI API
- I started as an online employee then got promoted to work at the in-person camp in Seattle
- Managed large classrooms and created lesson plans

Marketing Assistant | Berkshire Hathaway HomeServices

June - August | 2021 - 2023

- Assist the Marketing Department with creating marketing materials
- Correlate and package materials for distribution

PROJECTS: MORE PROJECTS AND DEMOS IN MY [PORTFOLIO](#)

[Cosmic Cargo](#) | Space ship builder and battler made on a custom engine using C++ and OpenGL

- Tech lead of a team of eight
- Managed the programmers and coordinated with the designers
- Created the majority of the base engine using OpenGL and ECS
- Made the tiled ship system to allow for easy ship creation, modification, turret placement, and dynamic destruction
- Built the collision detection and resolution that supports multithreading with thousands of projectiles and hundreds of ships
- Created a particle system that can render thousands of particles with no performance drop and millions with 60+ fps
- Created a debug editor system that generates a GUI from the JSON of an entity while also allowing for overriding different aspects of the UI

[Code Friend](#) | Coding assistant that generates and documents code using LLMs

- Stores project details in a database for the LLM to reference
- Generates code snippets using relevant functions/classes in context
- Works with Local LLMs or OpenAI
- Specialized agents for specific tasks
- Supports a centralized host allowing for different devices to work on the same project simultaneously
- Parallelized requests to LLM for faster responses

EDUCATION

Bachelor's in Computer Science in Artificial Intelligence

August 2022 - April 2026 (Projected)

DigiPen Institute of Technology | 3.9 GPA

- Dean's List every semester
- Participated in two semester-long and three year-long team projects
- Trained robots/agents with Isaac Lab

High School

August 2018 - April 2022

John Hersey High School | 4.0 GPA

- Graduated with High Honors
- Won the 2022 Computer Science Award