

# MAX ORTMAN | SOFTWARE ENGINEER

847-346-5909 | [Maxort@gmail.com](mailto:Maxort@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

---

### Software Engineer | KOMODO

January - Current | 2026

- Building the core on an unannounced game in Unreal
- Created tools using compute shaders and materials to streamline development

### Software Engineer | 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
- Started as an online employee, then got promoted to work at the in-person camp in Seattle
- Managed large classrooms and created lesson plans

## 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

- Defined what should be stored in the database for the LLM to reference
- Developed the logic for generating documentation and code snippets using relevant functions/classes gathered with TF-IDF
- Built generalized interfaces allowing for seamless support for both Local LLMs or OpenAI
- Created specialized agents for specific tasks
- Implemented 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

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