MAX ORTMAN | SOFTWARE ENGINEER

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SKILLS

Languages: C++, C, Python, Java, Swift, C#, Rust
Tools & Software: Visual Studio, VS Code, AWS, Github, Unreal Engine, Unity

EXPERIENCE

Instructor | iD Tech Camps   June - August 2023 - 2024

- Instructed children and teens 7-17 on Python, Java, C++, Unreal Engine, Machine Learning, and the 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

- Was 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, and turret placement along with dynamic destruction
- Built the collision detection and resolution that supports multithreading with thousands 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

[VCT Predictions Bot](#) | Discord bot for betting points on professional Valorant matches

- Has 68 commands that do anything from making a bet to changing a profile's color
- The backend uses SQLAlchemy to store all the data in a SQLite database
- Hostable on both AWS and Raspberry Pi
- Web scrapes a site for the match, team, tournament, and odds data
- All matches are generated automatically from just the tournament link
- Many other small features/details

[Valorant Epsports AI](#) | AI that can predict the result of a professional Valorant matches

- Uses a variety of Traditional Machine Learning models like Random Forest
- Built with Python and uses Pandas, Numpy, and Scikit-learn for the ML and Selenium and BeautifulSoup for web scraping
- Achieved a 62% accuracy on the test data tying the accuracy of the betting sites I used for the data

EDUCATION

Bachelor in Computer Science in Machine Learning   August 2022 - Present
DigiPen Institute of Technology | 3.9 GPA

- Dean's List Every Semester
- Participated in two semester long and one year long team projects developing video games in C++

High School   August 2018 - April 2022
John Hersey High School | 4.0 GPA

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