

# Maxwell Prehoda

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## EXPERIENCE

### Tycho Industries, Eugene, Oregon — *Developer*

November 2021 - July 2022

- Responsible for mocking up Tycho's Electron app in Figma with clickable prototypes, then bringing it to life with HTML and Tailwind CSS.
- Developed an affiliate partner program utilizing Stripe's API and integrated it into Tycho's website and community Discord.
- Wrote licensing and authentication code on our server to ensure only active subscribers could access Tycho's electron app.
- Responded to bug tickets in an extremely timely manner and left readable and efficient code behind for coworkers.

### Dislord, Hürth, Germany (Remote) — *Developer*

February 2019 - August 2021

- Guided new developers and community helpers through our onboarding process, allowing them to settle in with our design system and work mission.
- Wrote sustainable and scalable ready-to-use React components and styling for future developers.
- Assisted in the integration of third-party services and APIs into the Discord customer dashboard and Chrome extension.

### Lunar Resale, Eugene, Oregon — *Owner*

May 2017 - October 2019

- Founded on the basis of acquiring limited collectibles from an e-commerce store via web requests and selling that inventory with a markup after the collectibles would sell out.
- Responsible for building an in-house inventory management system with Python, QtPy, and IMAP.
- Lead a small team of employees through unpacking, sorting, loading intake into our inventory, and then shipping out products. We operated out of two warehouses, one in Eugene and another in Portland, Oregon.

## EDUCATION

### Oregon State University, Corvallis, Oregon — *Bachelor of Computer Science*

Expected graduation May 2023

Relevant Courses: Software Development, Data Structures and Algorithms, Web Development, Discrete Mathematics, Assembly Language, and Operating Systems

## SKILLS

### Programming Languages

Javascript (ES6), Typescript, Python, MySQL, HTML, CSS

### Libraries and Frameworks

Svelte, React, Node.js, JQuery, Express, Jest, Pug, Tailwind CSS, Lodash, Itertools

### Tools and Platforms

Git, Vercel, Emmet, Webpack, Asana, Heroku

### Design

Figma, Sketch, Adobe Illustrator & Photoshop

## PROJECTS

**Journalism** A python script that would manipulate the user's terminal into a journal with snazzy features.

**Branches** A tree traversal visualizer built with TypeScript and React.

**Portfolio** Built with Svelte, TypeScript, and Tailwind then deployed on Vercel.

**Rambunctious Pug** A 2D side-scrolling platformer based on my pugs written in pygame.