

Max Shroyer

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Professional Experience

Software Engineering Intern @ Chevron | *Houston, Texas | May 2024 – August 2024*

- Developed a user-friendly feature for displaying proprietary 3D files containing subsurface well data. deployed and hosted using **Azure Services**
- Used **Three.js** and **Angular** for the front-end development of the 3D data visualization feature.
- Developed a **Python** back-end with **Flask**, ensuring fast data handling and feature functionality.

Junior Software Engineer @ Vigilus | *Baton Rouge, Louisiana | September 2022 - Present*

- Used **React**, **React Native**, **TypeScript**, **CSS**, **Tailwind**, **Firebase**, and **AWS** to develop and deploy web and mobile applications for numerous contractees.
- Peer-reviewed and QA-tested interns and other junior developers' code.

Software Engineering Intern @ Chevron | *Houston, Texas | May 2023 – August 2023*

- Gained a working knowledge of Azure services including **Logic Apps**, **SQL Databases**, **Automated Data Factories**, **CI/CD Pipelines using YAML**, and **Databricks**.
- Developed and deployed a scalable data pipeline to automatically ingest third-party data and then sort and process the data for further analysis and reporting, saving 200 hours of work annually and ensuring critical business data was up-to-date and accurate.

Web Development Intern @ myInterview | *Tel Aviv, Israel | February 2022 - May 2022*

- Used **Vue**, **JavaScript**, and **SCSS** to develop platform responsiveness and improve user experience across all devices.
- Implemented Google Analytics into the product to better understand customer behavior and areas for improvement.

Lead Developer @ Nefesh B'Nefesh | *Tel Aviv, Israel | December 2021 - February 2022*

- Developed an MVP to clients' specifications using **React**, **JavaScript**, **CSS**, and **Firebase**
- Led a team of twelve developers, delegating tasks and managing the short project timeline, preventing any delays in the delivery.

Education

Louisiana State University | *Baton Rouge, Louisiana | May 2026*

- Bachelor of Science, Computer Science with a Software Engineering focus
- Minor in Mathematics and Digital Media Arts & Engineering
- 3.65 GPA
- Dean's list | Fall 2022, Spring 2023, Spring 2024

Big Idea Bootcamp | *Jerusalem, Israel | August 2021 - December 2021*

- Developed proficiency using **Javascript**, **HTML/CSS**, **React**, and **Firebase**
- Earned certification in Web Development

Skilled in

Programming Languages: TypeScript, JavaScript, Python, Java, C, C#, SQL, HTML/CSS

Programming Frameworks: React, React Native, Next, Vue, Angular, Next, Flask

Software Services: Firebase, Azure