

# Max Mitchell

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Bend, Or

## EXPERIENCE

- **Software Developer of QMS Systems Intern**  
Novunex - Remote  
Implemented new functionality for various customer's quality management systems by employing use of SQL, JavaScript, HTML and existing Novunex systems.  
*June 2020 onwards*
- **Software Developer of Fab Tracking Systems Intern**  
Sycamore Semi – Bend, Or  
Collaborated with fellow intern to design and implement software to automate business and manufacturing processes using Linux, Raspberry Pis, Python3 and SQL.  
*December 2019 to April 2020*

## EDUCATION

- **B.S. Computer Science, CGPA: 4.0**  
Oregon State University Cascades  
*Anticipated Graduation: 2022*

## AWARDS & RECOGNITION

- **Drucilla Shepard Smith Award**  
awarded to students with 4.0 GPA  
*Oregon State University*
- **Advent of Code Tech Club Winner**  
Came in first place in university's tech club's private leaderboard for a speed programming competition  
*Oregon State University Cascades Tech Club*

## OTHER HIGHLIGHTS

- Tech club member, have given presentations on tech related topics for this club
- Regularly volunteer to assist teaching CS classes at my old high school
- Volunteered as a math tutor in high school

## OBJECTIVE STATEMENT

An enthusiastic programmer aiming to create clean, maintainable code for disruptive technologies.

## SKILLS

- **Languages**  
Python, Ruby, Java, Javascript, C, C++, Elm, R, GoLang, Crystal, BASH scripting, SQL, HTML, CSS
- **Software**  
Linux, Windows, Git, command line, VS code, Google Colaboratory, Wireshark, Excel, Word, LaTeX
- **Hardware**  
Raspberry Pis, Ardino Microcontrolers, PC building
- **Patterns & Practices**  
Object Oriented Programming, Functional Programming, Test Driven Development

## PROJECTS

- **Site of Music** [server link] [client link]  
An 64x64 LED light matrix display of the album cover of my currently playing song on Spotify. Includes a server to query Spotify and a client for a microcontroller to create the LED display.  
*Python, C++, ESP32 Microcontroller*
- **Microcontroller Tetris** [github link]  
The classic game of Tetris implemented on a ESP32 micro-controller  
*C++, ESP32 Microcontroller*
- **Tempest 2001** [github link] [game link]  
A browser game inspired by Tempest 2000 implemented in a functional front end framework.  
*Elm*

## HOBBIES & INTERESTS



Mathematics



Problem  
Solving



Literature



Electronics