

# Resume

Maxim Srour

msrour.me

## Objective

To apply my professional skills and capabilities to serve any organization I am employed by with determination and commitment.

## Skills and Abilities

- Computer programming (C/C++, C#, Python, Java, R, VBA, LaTeX)
- Website development (HTML, CSS, and JavaScript)
- Data science and data visualisation (PowerBI, Tableau, Google Analytics)
- Proficiency in the full Software Development Lifecycle (SDLC)
- Proficiency in AWS (Cloud Practitioner certified)
- Project management covering waterfall and agile
- UI and UX design expertise
- Game development (Unreal Engine 4/5 (UE4/5), Unity Engine 3D (Unity3D))
- Control systems programming (Crestron, Extron)
- Mathematical fluency
- Extreme proficiency with Microsoft Office 365 suite (including complex VBA scripting)

## Work History

### Assistant Lecturer

**Monash University, Department of Data Science and AI, Faculty of Information Technology**

***24<sup>th</sup> February, 2023 - Current***

- As a lecturer I will continue my role as a teacher in the classroom, as well as taking on additional responsibilities within the Faculty of IT.
- Teaching primarily within the Game Development and Interactive Media major and Data Science and AI majors.
- Serving as the head admin staff for one of the largest units in the faculty, Introduction to Programming.
- Creating a number of assistive tools for teaching staff to the benefit of the students.
- Serving as the Academic Integrity delegate for units that I teach in.

## **Technical Consultant**

### **Defence Science and Technology (DSTG), Human-Factors (HF)**

***31<sup>st</sup> January, 2022 - Current***

- The internal technical consultant for the Aerospace Human-Factors group.
- Strategise on applicability of emerging technologies to the project portfolio at hand.
- Support HF research scientists in the development of software requirements.
- Applied my data science knowledge to visualise complex combat scenarios in LVC simulations bringing together data from various systems and platforms.
- Consulted, designed, and developed internal systems for use within the HF group.
- Co-authored and published research papers.
- A continuing participant in DSTG Science, Technology and Research Shots (STaR) Shots working on a variety of projects.

## **Director, Lead Engineer**

### **Ironbark Games Studio**

***22<sup>nd</sup> November, 2021 - Current***

- Lead programmer and technical lead for all development output.
- Developing 'Forlorn Colonists' in UE5 using C++.
- Creating blueprint tools for use by the artists/designers to rapidly prototype levels and characters.
- Developing a website to host the company's projects and to sell/distribute tutorials and assets.
- Acting as primary secretary to handle all business needs.

## **Teaching Associate**

### **Monash University, Faculty of Information Technology**

***15<sup>th</sup> February, 2021 - 23<sup>rd</sup> February, 2023***

- Taught coursework from software development to game development - including programming, 3D modelling, and game design.
- Taught and developed coursework at the post-graduate level.
- Rated in the top 5% of all teaching staff in 2022, and consistently rated in the top 20% of teaching staff in the Faculty of IT.

## **Virtual Environments Software Engineer**

### **Defence Science and Technology (DSTG), Aerospace Operations Simulation (AOS)**

***13<sup>th</sup> July, 2020 - 28<sup>th</sup> January, 2022***

- Developed UE4/5 applications for data visualisation and Virtual Reality simulation.
- Maintained bespoke C++ rendering engine to support organisational capabilities.
- A participant in DSTG STaR Shots.
- Control system development, commissioning, deployment, and maintenance.

## **Junior Control Systems Programmer**

### **Engie AV Technologies**

***28<sup>th</sup> January, 2019 - 10<sup>th</sup> July, 2020***

- Consulted with customers to ensure their requirements were met.
- Developed AV control systems using Crestron and Extron control.
- Developed bespoke UX to maximise customer satisfaction.
- Commissioned and deployed control systems in mid-sized projects.
- Performed audio commissioning of lecture theatres and conference rooms.

## **Software Implementation Officer**

### **SolutionThree**

***19<sup>th</sup> March, 2018 - 7<sup>th</sup> September, 2018***

- Consulted with external partner organisations to support business decisions.
- Developed BI and data analytic reports.
- Optimised and automated report generation to reduce time wastage.
- Oversaw the implementation of an ERP for the purposes of managing residential and commercial construction projects.
- Exposed to databases and supported upgrades to existing solutions to raise efficiency and effectiveness.

## **Education**

### **Master of Data Science — Monash University**

***2021 - Current***

Focusing on Data Visualisation and Machine Learning. This will be completed by the research stream and thesis.

### **Bachelor of Information Technology — Monash University**

***2016 - 2021***

Majored in Game Development and minored in Software Development and Interactive Media Development. My degree focused on the rapid creation process of various mediums.