

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

Technical Consultant

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

31st January, 2022 - Current

- The internal technical consultant for the 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 Programmer

Ironbark Games Studio

22nd 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.

Virtual Environments Software Engineer

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

13th July, 2020 - 28th 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.
- 3D asset development and integration with geographic terrain.

Junior Control Systems Programmer

Engie AV Technologies

28th January, 2019 - 10th 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

19th March, 2018 - 7th 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.

Additional Activities

Teaching Associate

Monash University, Faculty of IT

I have taught coursework from software development to game development - including programming, 3D modelling, and game design. I have also developed and delivered coursework at the post-graduate level. Rated in the top 5% of teaching staff in 2022.

Research Officer

Monash University, Human-Centred Computing

I participated in active research projects conducted academics and PhD students. I supported the team in developing AR software developed primarily in C# and Unity.

Lead Programmer, Project Manager

Monash University

As a part of my under-graduate degree I completed a year-long capstone project in which I developed a game with a skilled team of artists and designers. As the lead programmer I developed all core systems and managed the direction of the team to ensure that we met our deadlines successfully.

3D Artist, Project Manager

Monash University

This was my first time creating a game in a small team over the course of 3 months as a part of my degree. My team and I decided to aim to put the game out for sale at the end of the project, and as a result we would need to develop every aspect of the game. This included programming, 3D art, animations, and thorough game design. I was tasked with managing the entire timeline from beginning to end which included various project managerial task such as organizing meetings, managing time, and managing the scope of the product for the duration for the project.

Certifications and Licences

Cloud Practitioner

AWS

9th September, 2022 - Current

Crestron Certified Programmer

Crestron

1st August, 2019 - Current

Extron Authorized Programmer

Extron

1st July, 2019 - Current

Dante Certification Level 3

Audinate

1st May, 2019 - Current