Maximo Machado

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EDUCATION

Massachusetts Institute of Technology | GPA: 5.0 / 5.0

September 2019 – May 2023

Candidate for Bachelor's Degree in Computer Science and Engineering

Cambridge, MA

• Relevant Coursework: Intro to Operating Systems, Intro to Machine Learning, Intro to Algorithms

Work Experience

Product Engineering Intern

June 2021 – August 2021

John Deere

Virtual

- Created and maintained CI/CD pipelines deploying code onto AWS services
- Migrated Windows server and codebase into testing environment
- Developed and discussed proof of concepts for upcoming products

Full Stack Web Developer Intern

August 2020 – November 2020

Falcn Lab LLC

Virtual

- Architected and built an internal Customer Relationship Management (CRM) website
- Designed a SQL database schema with careful attention paid to normalization
- Improved the admin tools of a pre-existing Content Management System (CMS) for the company's website

PROJECTS

Courseroad

September 2019 – Present

Team Member and Maintainer

- Extending features and improving usability of a website designed to plan academic schedules at MIT
- Maintaining a large codebase and database with frequent updates to keep in sync with MIT's class catalog
- Implemented petitioning classes giving the user more power to keep track of their progress from within Courseroad

Spotify Playlist Manager

December 2020

Sole Developer

- Created a website, spotifyplaylistmanager.net, designed for Spotify users to manipulate and manage their playlists in new and exciting ways
- Pushed nearly 200 commits to the GitHub repository while learning a large array of knowledge from full-stack development to deploying a website on a local desktop with NGINX
- Utilized the PERN (PostgreSQL, Express, React, Node.js) technology stack

EXPERIENCES

MIT Undergraduate Practice Opportunities Program (UPOP)

October 2020 – August 2021

Participant

- Participated in a year-long program preparing students for success while navigating the workplace
- Completed a 3-day intensive workshop taught by esteemed MIT faculty and industry professionals diving into topics such as effective communication, problem-solving skills, and teamwork

MIT Battlecode Competition

January 2020

Team Member

- Worked in a team of three to build an AI competing in a turn-based strategy game against other teams' AIs
- Acquired skills to divide tasks up effectively amongst team members to hit intermittent tournament deadlines

$S \\ \text{KILLS}$

Programming Languages: *Python, Javascript, C, C++* **Frameworks:** *React, Node.js, Express, Vue.js, Arduino*

Other Tools: AWS, Drone.io, Terraform, NGINX, Git, PostgreSql