

Maximo Machado

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WORK EXPERIENCE

NVIDIA

Santa Clara, CA

Software Developer, Deep Learning Libraries

Jul 2023 – Present

- Work on library supporting GPU kernels that power DL libraries such as cuDNN, cuBLAS, and TensorRT
- Drove forward extension of project's CMake-build system to meet customer binary size concerns
- Flesh out test suite of project to exercise artifacts directly consumed by internal customers

CUDA Performance Intern

Jun 2022 – Aug 2022

- Prototyped multithreaded improvements in CUDA's compute cache resulting in a 2-3x performance increase
- Implemented performance benchmarks and made pertinent conclusions based off of data
- Presented findings to CUDA Performance team and broader CUDA team as possible inclusion into production

John Deere

Remote

Product Engineering Intern

Jun 2021 – Aug 2021

- Developed and presented demos for proof of concepts utilizing Python and AWS for new team of 5 people
- Created CI/CD pipelines deploying code onto AWS services using infrastructure-as-code tools such as Terraform
- Migrated essential licensing encryption servers to new testing environment providing much-needed added security

Falcn Lab LLC

Remote

Full Stack Web Developer Intern

Aug 2020 – Nov 2020

- Architected a Customer Relationship Management (CRM) providing better organizational tools for working with company clients
- Designed a SQL database schema with careful attention paid to normalization
- Extended Content Management System's (CMS) admin tools to assist company's ability to post new content and articles

EDUCATION

Massachusetts Institute of Technology

Cambridge, MA

Bachelor of Science in Computer Science

Sep 2019 – May 2023

- **Honors:** 4.7 / 5.0 GPA
- **Courses:** Performance Engineering, Design and Analysis of Algorithms, Engineering Data Analysis, Compiler Architecture

PROJECTS

Spotify Playlist Manager

Sole Developer

Dec 2020 – Dec 2020

- Created a website that serves an average 200 monthly users, spotifyplaylistmanager.net, that expands Spotify user's abilities to manage and manipulate their playlists
- Implemented the Multiple Playlist Searcher which Spotify implemented similar functionality 3 years later
- Wrote performant code by caching API requests and queuing jobs to sustain high server load and workaround Spotify API limitations

SKILLS

- **Languages:** English
- **Programming:** C++, C, Python, Rust, Typescript
- **Tools:** CMake, Git, Docker, PostgreSQL, NGINX