

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 EECS via Embedded Systems, Intro to Machine Learning, Intro to Algorithms

WORK EXPERIENCE

Full Stack Web Developer Intern

August 2020 – November 2020

Falcn Lab LLC

Virtual

- Built a Customer Relationship Management (CRM) website to be used internally
- Wireframed and blueprinted the CRM's UI using Figma
- Designed a MySQL database with careful attention to the required specifications of the CRM and avenues for 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

- Collaborating with a team of four on a website designed to plan academic schedules at MIT
- Gaining valuable experience working with large codebases and reading other team member's code
- Implementing new interfaces and functionality for brand-new features such as petitioning classes

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 – Present

Participant

- Participating 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

SKILLS

Programming Languages: *Python, Javascript, C, C++*

Javascript Frameworks: *React, Vue.js, Node.js, Express*

Other Tools: *Git, PostGreSql*