Max Scribner

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Education

University of Maryland, Honors College (College Park, MD)

Expected graduation Dec. 2020

Bachelor of Science, College of Computer, Mathematical, and Natural Sciences Computer Science Major | Linguistics Minor

- GPA: 3.6/4.0
- Relevant Completed Courses: Introduction to Computer Systems; Discrete Structures; Organization of Programming Languages; Algorithms; Intro to Linear Algebra; Applied Probability and Statistics; Physics of Music (course and lab)
- Awards and Honors: Honors College Member, Dean's List

Bethesda-Chevy Chase High School (Bethesda, MD)

Class of 2018

- GPA: 4.4/5.0
- SAT: 800 Math; 730 EBRW | 800 Math II Subject Test; 800 Physics Subject Test
- Relevant AP Courses: Computer Science A (score of 5); AP Physics C: Mechanical (score of 5); AP Physics C: Electricity and Magnetism (score of 5); AP Calculus BC (score of 5); AP Statistics (score of 5)
- Awards and Honors: National AP Scholar; AP Scholar with Distinction; Schoolwide Excellence in Mathematics Award (Junior and Senior year)
- Clubs and Organizations: founding member of nationally competitive B-CC Cybersecurity Club; B-CC Robotics team member; Science Bowl team member; It's Academic! team member; PennApps and Bitcamp Hackathon team member, award-winning HackTJ team member

Work Experience

Learning to Talk Lab, University of Maryland (College Park, MD)

Nov. 2018 - Present

Lead Tech Servicer and Programmer

Design and program data-parsing systems for language acquisition studies and resolve physical technology malfunctions.

Scribner Technical Consulting (Washington, D.C.)

Feb. 2016 - Present

Freelance Consultant, Computer Technician, and Technical Trainer

Built consulting firm focused on troubleshooting technology malfunctions, educating clients on computer literacy, building websites, assembling and configuring hardware, installing and updating software packages, and strategic advising on business software.

Programming Club, Westland Middle School (Bethesda, MD) *Co-Founder and Teacher*

Jan. 2016 - Dec. 2017

Co-rounder and leacher

Founded and ran after-school computer programing courses for over 70 students. Designed and taught curriculum on Python, front end web development (HTML, CSS, Javascript), and introductory video game programming (HTML, Javascript).

CodeDay DC (Washington D.C.)

Mar. 2016

Chief Evangelist and Organizer

Spearheaded, coordinated, recruited, and staffed a 24-hour hackathon for high school and college student programmers from around the D.C. metropolitan area, focused on building innovative apps & games.

Projects and Programming Languages

Coding Projects: Image Auto-Dithering Compression; Cellular Transverse Wave Simulation; Neural Network Model Trainer; RayMarcher with Gravity-Well Ray Warping; Hookean Spring Network Simulator; Star Wars Holo-Chess Game Physical Projects: Wired 8-bit Adder; Coded Motor Movement of Quadruped Robot; Built Auto-Spotlight Robot Languages: C, C++, Python, JavaScript, CSS, HTML, Php, Bash, SQL, OCaml, Java, Ruby, Y86 Assembly, Rust, RegExp

Extracurricular and Volunteerism

Maryland Filmmakers Club; Actor in *The F-Word* (2019), *BELiEVE* (2018), and *Fontaineus Donnae* (2018); Boom Operator in several short films including *The F-Word* (2019), *Pretty Much Legal* (2018), and *BELiEVE* (2018); Maryland Beekeeping Club (2018-2019); City Year service volunteer (2013-2018); B-CC High School Library Assistant (2017-2018); Labyrinth Game Store Game Attendant and Teacher (2017); Montgomery County Public Library Overdrive App Technician and Trainer (2013)