Max Ohm

(202) 642-8377 | max.ohm@yale.edu | github.com/Maxohm491 | maxohm.com | linkedin.com/in/max-ohm

EDUCATION

Yale University: New Haven, CT   Expected Graduation 2027
- Pursuing a B.S. in Computer Science
- *GPA*: 3.99
- *Relevant Coursework:* Data Structures, Systems Programming and Computer Organization, Compilers and Interpreters, Building AI Infra Systems, Intensive Algorithms, Deep Learning, Real Analysis, Discrete Math, Linear Algebra

Summer Coursework
- Computer Science Summer Institute at UCLA. *Grade: A*   July 2023 - August 2023

WORK EXPERIENCE

FIRST Global: *Intern*   June 2025 - Present
- Worked with a team at Google Gemini to apply their model to FIRST Global's needs
- Developed a custom prompting framework and tailored model to help competitors use Gemini for programming tasks
- Authored an official guide distributed to teams in over 180 countries, focused on using AI effectively and responsibly

Yale School of Medicine: *Research Assistant*   June 2024 - May 2025
- Co-authored a clinical study presented at the 2024 Cornell Immersive Media in Medicine Symposium
- Created a robust virtual reality simulation of an out-of-body experience using Unity and C#
- Applied VR technology to help cancer patients, contributing to ongoing palliative care research trials

Student Tech Collaborative: *Technician*   October 2023 - Present
- Delivered front-line tech support as part of the student-facing branch of Yale's IT department
- Diagnosed and resolved 250+ tech issues, including malware removal and hardware replacements
- Gained intimate familiarity with troubleshooting on Windows, Linux, and MacOS machines

Snakefeet Studios: *Programmer*   July 2023 - May 2024
- Worked at an indie video game studio developing a Unity mobile game
- Collaborated on a large-scale Unity project with 11 programmers, using PlasticSCM for version control
- Developed multiplayer networking for a mobile game, optimizing it to support 40-player lobbies

Johns Hopkins University Applied Physics Lab: *Intern*   July 2022 - August 2022
- Completed an 8-week internship in the IT department, contributing to internal tool development and system automation
- Created an internal log management tool using Bash and Python to parse Windows event logs and XML files

INDEPENDENT PROJECTS - *Code and demos are available on my GitHub and website*

Machine Learning 3D Shape Generation   March 2025 - May 2025
- Research project conducted with two other students applying novel deep learning methods to shape generation
- Developed a new model architecture, implemented it using PyTorch, and produced a technical report

Ohm Game Engine   January 2025 - July 2025
- My custom game engine and several small games made with it, written from scratch in the D programming language
- Includes a rendering engine, resource manager, data-driven scene and gameobject system, collision manager, and more

Every Light Counts   October 2024
- Adventure game made in Unity for the Ludum Dare 56 game jam
- Ranked in the top 3% of 1,929 games, with an average overall rating of 4.1/5 stars. Played by over 2,500 people

Custom Shell   November 2024
- A fully capable shell written in C. Modeled after bash and implementing most system calls, input/output redirection, piping, conditional statements, background processes, and more

TECHNICAL SKILLS

Proficient In: *3+ years of experience, multiple projects*
- *Languages:* C, C++, Python, C#, Java, JavaScript, TypeScript, dlang
- *Tools:* Unity, PyTorch, TensorFlow, Visual Studio, .NET Framework, React, Node.js, Unix, Git

Familiar With: *At least one project completed*
- *Languages:* Swift, Go, Lisp, Bash, PowerShell
- *Tools:* RStudio, Jupyter Notebook, Godot