Max Ohm

New Haven, CT | (202) 642-8377 | max.ohm@yale.edu | github.com/Maxohm491 | maxohm.com

EDUCATION

Yale University: New Haven, CT   Expected Graduation 2027
- *BS in Computer Science & Mathematics*
- *GPA*: 4.00
- *Relevant Coursework:* Data Structure and Programming Techniques, Systems Programming and Computer Organization, Discrete Math, Linear Algebra, Fundamentals of Physics, Advanced Classical Mechanics

Summer Coursework
- Computer Science Summer Institute at UCLA   July 2023 - August 2023
- Machine Learning at the NYU Tandon School of Engineering Summer Program   June 2022

WORK EXPERIENCE

Yale School of Medicine: *Research Assistant*   April 2024 - Present
- Conducted a clinical study with a research team at the Yale School of Medicine
- Created a robust virtual reality simulation of an out-of-body experience using Unity and C#

Yale Student Tech Collaborative: *Technician*   October 2023 - Present
- Represented the student-facing branch of Yale's IT department
- Addressed tech issues in the Yale community, ranging from malware to hardware replacements
- Assisted and professionally interacted with 250+ clients

Grassroot: *Developer*   May 2024 - Present
- Collaborated at a startup with four other developers
- Used SwiftUI to create an iOS app in XCode
- Allows 50+ business owners to coordinates their employees' schedules, message clients, and receive payments

Snakefeet Studios: *Programmer*   July 2023 - May 2024
- Worked at an indie video game studio using Unity
- Collaborated on a large repository with 11 other programmers
- 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
- 8 week summer internship in the IT department
- Created an internal log management tool using Bash and Python to parse Windows event logs and XML files

PROJECTS & EXTRACURRICULARS

Yale Climbing Team: *Training coordinator*   August 2023 - Present
- Organized weekly team practices for ~40 teammates
- Competed on a national level against other universities

FIRST Robotics Team: *Lead Programmer*   August 2019 - May 2023
- Worked 30+ hours per week during competition season
- Managed team of 7 Java programmers to control our 120 pound robot
- Volunteered an additional 60 hours to help run 3 high school robotics competitions with ~2000 individuals present

Independent Projects: *All code can be found on my GitHub*
- *MazePong* - Physics-based video game built in C# from scratch using the .NET framework; no game engine used.
- *Discord Bot* - Runs a "mafia" game on Discord for up to 10 players, using the official Python Discord API wrapper to send messages, join voice calls, and coordinate players.
- *Gravity Sweeper* - Video game made and published in 48 hours for a game jam using Unity.

TECHNICAL SKILLS

Proficient In: *3+ years of experience, multiple projects*
- *Languages:* C#, Java, Javascript, C, C++, Python
- *Tools:* Unity, Visual Studio, .NET Framework, React, Unix, LaTeX

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