Max Ohm

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EDUCATION

Yale University: New Haven, CT — Expected Graduation 2027

- Pursuing a combined B.S./M.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
- Machine Learning at the NYU Tandon School of Engineering Summer Program. *Grade: A* — June 2022

WORK EXPERIENCE

FIRST Global: *Intern* — June 2025 - Present

- 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 while promoting responsible and independent learning.

Yale School of Medicine: *Research Assistant* — April 2024 - May 2025

- Co-authored a clinical study with a team at the Yale School of Medicine
- Created a robust virtual reality simulation of an out-of-body experience using Unity and C#
- Applied cutting-edge VR technology to help terminal cancer patients

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

PROJECTS & EXTRACURRICULARS

Independent Projects: *All code can be found on my GitHub*

- *Ohm Engine* - My custom game engine, and several small games made with it. Written entirely from scratch in dlang.
- *Every Light Counts* - 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 2,000 people.
- *Custom Shell* - A fully capable shell modeled after bash, implementing most system calls, input/output redirection, piping, conditional statements, background processes, and more.
- *MazePong* - Physics-based video game built in C# from scratch using the .NET framework; no game engine used

FIRST Robotics Team: *Lead Programmer* — August 2019 - May 2023

- Worked 30+ hours per week during competition season managing team of 7 Java programmers
- Controlled a 120-pound robot using PID loops, computer vision, trajectory optimization, and other advanced techniques
- Volunteered an additional 60 hours to help run 3 high school robotics competitions with ~2,000 individuals present

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