Max Ohm

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EDUCATION

Yale University: New Haven, CT — Expected Graduation 2027

- *BS in Computer Science & Mathematics*
- *GPA*: 4.00
- *Relevant Coursework:* Data Structures 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: *Researcher* — April 2024 - Present

- Coauthored a clinical study with a research team at the Yale School of Medicine, contributing to a peer-reviewed publication
- Created a robust virtual reality simulation of an out-of-body experience using Unity and C#
- Used statistical analysis to evaluate the outcomes of virtual reality treatments for terminal cancer patients

Yale Student Tech Collaborative: *Technician* — October 2023 - Present

- Represented Yale's IT department by delivering front-line tech support
- Diagnosed and resolved 250+ tech issues, including malware removal and hardware replacements

Grassroot: *Developer* — May 2024 - September 2024

- Collaborated at a startup with four other developers
- Developed an iOS app using SwiftUI in XCode, enabling 50+ business owners to manage employee schedules and client interactions seamlessly

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
- Eliminated the need for IT workers to manually review Windows event logs from compromised machines

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*

- *Every Light Counts* - Adventure game made in Unity for the Ludum Dare 56 game jam
- *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, Node,js, Unix, LaTeX

Familiar With: *At least one project completed*

- *Languages:* Swift, Go, Lisp, Bash
- *Tools:* RStudio, Jupyter Notebook, Godot