

Maxwell McKee

linkedin.com/in/MaxwellMcKee
github.com/Maxwell-McKee

maxwellmckee.net
(xxx)xxx-xxxx
mmckee2@zagmail.gonzaga.edu

EDUCATION

Gonzaga University – Spokane, WA

Bachelor of Science in Computer Science

Expected Grad: May 2019

Minors in Mathematics and German

Dean's List – Fall 2015, Fall 2016, Spring 2017

President's List – Spring 2016

GPA: 3.74

RELEVANT COURSE MATERIAL

Algorithms and Data Structures

3D Computer Graphics

Microcomputer Architecture

Functional Programming

Object-Oriented Programming

UI/UX Programming

Event-Driven Programming

Language Compilation and Interpretation

TECHNICAL SKILLS

- *Languages:* Java, C++, C#, Python, HTML, CSS, JavaScript, F#, 68HC12 Assembly
- *Technologies:* Git, GitHub, Junit, OpenGL, jQuery, .NET
- *Environments:* Windows, MacOS, Bash, Eclipse, Visual Studio, Unity

WORK EXPERIENCE

Gonzaga University Information Technology Services – Spokane, WA

Client Support Representative

September 2015 – Present

- Interact with clients to generate service request tickets by obtaining detailed reports of issues to result in effective and client friendly service.
- Provide software and network account support to faculty, staff, and students by applying troubleshooting techniques and hands-on training.

Next Generation Tech Bar Team Member

September 2015 – Present

- Showcase and prepare computer technologies to all Gonzaga University community members by providing working examples of client-side technology.
- Create individual and team projects to provide resources that engage the Gonzaga community with technology by applying research and previous knowledge.

Networking Assistant

December 2015 – May 2016

- Revised labeling of infrastructure in 5 buildings by monitoring network stack and port data to improve incident response times.

PROJECTS

Portfolio Website

June 2017 – Present

Web Development

- Website built with HTML, CSS, JavaScript, and jQuery to practice web development and provide an online portfolio of myself.

Yah-du-ot

February 2017 – May 2017

Java, UI/UX

- UI based game developed in a three-person team using Java's Swing API
- Designed using the Model-view-controller design pattern.
- Version control and collaboration handled using Git and GitHub.

Waste Calculator

March 2017 – May 2017

F#

- Windows Forms based application written in F# which converts user's paper and water usage into other measurements and assesses the user's environmental impact.
- Utilizes key functional programming concepts such as pattern matching and first-class functions.