Maxwell McKee

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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	Object-Oriented Programming
3D Computer Graphics	UI/UX
Microcomputer Architecture	Event-Driven Programming
Functional Programming	Language Compilation and Interpretation

TECHNICAL SKILLS

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

WORK EXPERIENCE

Gonzaga University Department of Computer Science – Spokane, WA
Tutor   September 2017 – Present
- Assist Gonzaga computer science students in learning computer science by applying past experience and communication skills to achieve a better understanding for the student.
- Review algorithms and data structures to effectively aid students in their learning.

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.

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
Functional Programming, Windows Forms
- 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.