Max Mickey - Résumé

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Personal Projects

Most of my personal projects can be found on github: https://github.com/traplol

Career Objective

To utilize my skills as a programmer designing and developing software

Summary of Skills

- Highly skilled with using development tools on both *nix and Windows
- · Willingness to adopt change and learn new technologies
- Primarily an autodidact

Software Engineering Skills

Programming Languages

Bash, C, C#, C++, Java, JavaScript, Python, Ruby

Web Development

C# MVC5 with Entity Framework HTML5, CSS3/SASS, JavaScript/jQuery Ruby on Rails v4.2.3

Miscellaneous

Team Foundation, svn, git - source version control
Visual Studio - my windows work environment
*nix command line - my primary working environment
Valgrind - memory debugging while working in C and C++
Arduino - A micro-controller platform
Programming languages - Implemented several toy languages

Employment History

CGB Enterprises, Inc.

(May 2014-August 2014)

Software developer intern

- Programmed using C# with MVC5 and Entity Framework developing internal web applications
- Involved in the design process of features within new applications
- Involved in the process of testing and fixing bugs with new and existing software
- · Had code accepted into staging and production applications

Interests

■ Programming language design

Implementing interpreters and compilers, esoteric languages

Virtual machines

Implementing byte-code interpreters

Working on cool projects