

# 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

## Referees

<b>Name</b>	Spencer Trichel
<b>Company</b>	CGB Enterprises
<b>Position</b>	Applications Programming Supervisor
<b>Contact</b>	Spence.Trichel@cgb.com