Max Mickey – Résumé

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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

- Primarily used C# with MVC5 and Entity Framework developing internal web applications
- Developed an application to parse an Excel spreadsheet and migrate the data to a database where the data was served to a high value client
- Fixed bugs and added features that were accepted into staging and production

Interests

- **Programming language design**
  Implementing interpreters and compilers, esoteric languages
- **Virtual machines**
  Implementing byte-code interpreters

Cool Projects

demiurge-lang   https://github.com/traplol/demiurge-lang
  Used LLVM to implement a simple JIT compiled imperative programming language similar to C with type inference including types such as strings, variable sized integers, floating point numbers, and arrays

simple-vm   https://github.com/traplol/simple-vm
  Designed and implemented an assembler and a byte-code interpreter for a simple assembly-like language