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**