

# Max Mickey – Résumé

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**Github**     <https://github.com/traplol>  
**Email**        max.mickey1991@gmail.com  
**Phone**        (985) 520 2317

**Address**        43526 Little Vegas Dr  
                      Hammond, LA 70403

## 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