Max Mickey – Résumé

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Career Objective

To utilize my skills as a programmer designing and developing software and eventually have the opportunity to work on compilers/interpreters

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/self-taught

Software Engineering Skills

- **Programming Languages**
  - C/C++ - 3-4 years
  - Bash - 3 years
  - C# - 2 years
  - JavaScript - 1-2 years
  - Python - 1-2 years
  - Java - 1 year
  - Ruby - 1 year

- **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

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 Side Projects

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

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