

# Max Mickey – Résumé

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## Summary

Max is a highly motivated, self-taught programmer with good communication skills and a passion to build things and turn caffeine into code.

## 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
  - Linux - my primary working environment
  - Valgrind and GDB - 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 used to maintain the logistics behind moving large barges
- Designed and developed an application to parse an Excel spreadsheet that represented a shipyard and migrated the data to a database where the data was served to a high value client

## Interests

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

## Cool Side Projects

### little-lang <https://github.com/traplol/little-lang>

A simple interpreted programming language inspired by an amalgamation of Ruby, Go, Python, and Lisp.

### simple-vm <https://github.com/traplol/simple-vm>

Designed and implemented an assembler and a byte-code interpreter for a simple assembly-like language