

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