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 to develop 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/compilers for toy and esoteric languages
- **Virtual machines**
  Implementing byte-code interpreters, hardware emulation

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
  An assembler and a byte-code interpreter for a toy assembly language