Maxim Mints

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ABOUT ME

I am a sophomore Computer Science student looking for work experience! My interests range from programming language theory and compiler design to software engineering and the power of the object-oriented and functional programming paradigms. I am persistent and hard-working, and never give up on a project.

I am originally from Moscow, Russia, but I hold a U.S. permanent residence status.

EDUCATION

Georgia Institute Of Technology, Atlanta, GA. Bachelor of Science in Computer Science. | *Aug 2015 – Present. Expected Graduation: May 2019*. **GPA: 4.0.** | **Relevant coursework:** CS 1331 **(Intro to OOP);** CS 1332 **(Data Structures and Algorithms);** CS 2050 **(Discrete Mathematics),** CS 2340 **(Objects and Design).**

School 200, Moscow, Russia. Type of Diploma: Senior Secondary Education Certificate. | *September 2003 – June 2014*

EXPERIENCE

Most Recent Employer: Alex's Studio, Moscow, Russia. *A startup focused on building Windows Phone and Android apps. alexsstudio.com*
Job title: *Windows Phone app developer.* ***Period:*** *January 2015 – September 2015.*
I conceptualized and programmed a game based on players recognizing CAPTCHA. I designed and implemented multiple image distortion tools (such as a mesh-based envelope distorter) from the ground up, using Windows Phone's Silverlight API.

SKILLS

Programming Languages:	**Frameworks/API/libraries:**	**Markup Languages:**	**Tools**:	**Languages:**	**Hardware:**
C, C#, Java, Assembly (FASM), C++, PHP, Pascal, VB6, JavaScript	WinAPI**,** .NET, WinForms, WPF, Silverlight, Java SE, JavaFX, Android	LaTeX, HTML, XAML	Visual Studio, IntelliJ IDEA, Eclipse, Arduino IDE, Git	Russian – native, English – fluent	Arduino programming

RELEVANT PROJECTS

Personal Projects

CControlFlow: to find issues in your programs, like logic errors, dead code, or infinite loops, you might need to build a control-flow graph of your code to have a better understanding of it. My project is a C# library that does just that: it generates control flow graphs of programs written in the C (C89) programming language. github.com/Mints97/CControlFlow

tinyObject: the C programming language is an incredibly powerful and versatile tool, but its type system lacks objects. This project was my attempt to "fix" this by building an object-oriented framework for C. github.com/Mints97/tinyObject

tinyGUI: most GUI libraries for C are designed with *nix systems and APIs in mind, so I decided to make a Windows-based lib which could be more natural for low-level Windows programmers to use. It is based on my other project, **tinyObject.** github.com/Mints97/tinyGUI

Ongoing Personal Projects

µZe: a simplistic and purely-functional programming language which allows modifying a program's source code at runtime. This is very powerful, as it should enable every programmer to create their own "syntactic sugar", bending the language to their own needs and habits.

ACTIVITIES

HyTech Racing *hybrid racecar design club*: working on HyTech's CS team as part of their 2015-2016 roster, I encountered a problem – the work was unevenly distributed between team members, with many people doing little work. To remedy this, I designed a service-oriented approach to programming the racecar, splitting the entire code into simple "services" and establishing a standard of communication between them, which worked perfectly, as development of each service was assigned to a specific team member.