# Maxim Mints

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## ABOUT ME

I am a Computer Science student looking for a summer internship in Software Engineering. My interests range from programming language theory and compiler design to software engineering and object-oriented programming.

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** (Threads: Systems & Architecture / Information Internetworks).
- **Started**: *Aug 2015*. **Expected Graduation**: *May 2019*.
- **Relevant Courses Taken:** Intro to OOP, Data Structures and Algorithms, Discrete Mathematics, Objects and Design.
- **GPA:** 4.0**.**

## WORK EXPERIENCE

**ExitGames Moscow** (exitgames.ru)                                                                              **Moscow, Russia**
**Job title:** Software Developer (Remote)                                                      **Period:** *Aug 2016 – Oct 2016*
- Worked to minimize the delay when streaming VR content to Android devices in ExitGames's local network.
- Achieved a 5% increase in performance when streaming video.

**Alex's Studio (**alexsstudio.com**)**                                                                         **Moscow, Russia**
**Job title:** Windows Phone App Developer                                                      **Period:** *Jan 2015 – Sep 2015*
- Worked on a Windows Phone 8/Silverlight game based on players recognizing CAPTCHA.
- Designed/implemented multiple image distortion tools (such as a mesh-based envelope/wave distorter) from the ground up.
- Improved the trade-off between distortion speed and resulting image quality, reaching a close to 50% performance increase.

## SKILLS

- **Programming Languages**: C, C#, Java, Assembly (FASM), C++, PHP, Pascal, JavaScript.
- **Markup Languages**: LaTeX, HTML, XAML.
- **Frameworks/API/libraries**: WinAPI**,** .NET, WinForms, WPF, Silverlight, Java SE, JavaFX, Android, Arduino.
- **Tools**: Git, Gradle, MySQL, MSSQL.
- **Spoken Languages**: Russian – native, English – fluent.

## PERSONAL PROJECTS

**µZe** *(May 2015 - Ongoing)*
- An in-development, simplistic and purely-functional programming language.
- Allows the programmer to modify 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.

**CControlFlow** *(Feb 2015 - Ongoing)* github.com/Mints97/CControlFlow
- To find issues in a program, such as logic errors, dead code, or infinite loops, building a control-flow graph of the problematic functions might be an optimal solution.
- My project is a C# library that helps do that by generating control-flow graphs of programs written in the C (C89) programming language.

**tinyObject** *(Mar 2014 – Dec 2014)* github.com/Mints97/tinyObject
- The C programming language is an incredibly powerful and versatile tool, but its type system lacks objects.
- I attempted to "fix" this by building an object-oriented framework for C with extensive usage of macros for syntactic sugar.

**tinyGUI** *(Apr 2014 - Ongoing)* github.com/Mints97/tinyGUI
- Most GUI libraries for C are not designed to reflect the Windows API, which can make low-level optimizations problematic.
- This project is an object-oriented (uses **tinyObject**) Windows GUI library which attempts to remedy this by providing direct access to low-level WinAPI components.

## ACTIVITIES

**HyTech Racing** hybrid racecar design club (programming sub-team):
- I designed a simple service-oriented framework for programming the racecar, splitting the entire code into simple "services" to be worked on by one or two people, and establishing a standard of communication between them.
- This resulted in an efficient workload distribution and a 100% guaranteed occupation rate.