Max Mossberg

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Education

- **University of Michigan** — Ann Arbor, MI
  BSE in Computer Science, Class of 2023 — *2018 - 2023*
  - **Relevant Coursework**:

    EECS 281: Data Structures and Algorithms
    EECS 370: Introduction to Computer Organization
    EECS 376: Foundations of Computer Science
    EECS 388: Introduction to Computer Security
    EECS 494: Introduction to Game Development
    EECS 481: Software Engineering
    EECS 484: Introduction to Databases
    EECS 485: Web Systems
    EECS 493: User Interface Development
    EECS 497: Human-Centered Software Development
- **The Loomis Chaffee School** — Windsor, CT
  Diploma, Class of 2018 — *2014 - 2018*

Technical Skills

- **Languages**: Python, C/C++, C#, HTML/CSS, Javascript, SQL, R, MatLab, G-code, LaTeX
- **Technologies**: Unity, Jira, Git Version Control, Docker, OpenCV, MongoDB, NodeJS

Experience

- **Open Source Contribution** — Remote
  Developing and testing the lasso selection tool for the open-source diagramming tool Excalidraw. — *March 2023 -*
- **Independent Game Development** — Remote
  Developed platforming game Snowbound, winner of the joint UM and EMU Winter 2020 Games Showcase, and talked to publishers about avenues for publishing the game. — *August 2020 - August 2021*
- **JumpCutter, Intern** — Remote
  Worked to set up back-end infrastructure for JumpCutter's progressive web application. — *June 2020 - August 2020*
- **SnapCab Inc, Intern** — Warrington, PA
  Assisted in the construction and installation of a new product, the SnapCab Portal. — *June 2017 - July 2017*

Projects

- For a more complete list of selected projects: https://mxmoss.me/portfolio
- **Skribblr** — *2022*
  Developed a program for converting images into stylized drawings using the native mouse-drawing tools of different programs.
- **Vodinator** — *2020*
  Initiated work on a tool for automating the video editing of long twitch livestreams. Made to be a part of the JumpCutter video-editing tool suite.
- **Handy Robotics** — *2018*
  Utilized 3D printing and computer vision to build a robotic hand that interactively plays Rock, Paper, Scissors.

Involvement

- **Michigan Mars Rover Team** — Ann Arbor, MI
  Implemented AR Tag and obstacle detection in the computer vision sub-team. — *August 2019 - May 2020*
- **UofM Intelligent Ground Vehicle Team** — Ann Arbor, MI
  Utilized CAD (Fusion 360) to design and build a new chassis for the 2018-2019 season. — *August 2018 - May 2019*
- **UofM 3D Printing Club** — Ann Arbor, MI
  Assisted in repairs and maintenance of 3d printers for club members to use. — *August 2018 - May 2019*