

Maxim Zabilo

Phone: (408) 856-4372 | Email: maxim.zabilo@gmail.com | [Portfolio Website](#)

Objective/Summary

I am looking for an entry level position to acquire experience in the field.

Education

Bachelor of Science – BS Computer Science | GPA: 3.659

University of Minnesota Twin Cities

Sept 2019 - May 2022

Projects

2022

Wordle Solver Analysis (Python)

- Wrote the framework to analyze how good of a guess a word is based on the game state the player is
- Made visualizations of heatmaps and frequencies of letters in the alphabet using the panda library

Ocean Relaxation (Typescript)

- Used dynamic meshes to change their shapes and create the waviness of the ocean

Drawing Game (Typescript)

- To feel like a ruler of the world the player can create rifts, mountains or touch the sky with their mouse

Space Ship Shooter (Typescript)

- Immersed the player by making them feel the speed and acceleration of the ship they control by transforming the colors and shapes of the stars as they flew by

2021

Specs and Reqs (UML/English Lexicon)

- Wrote a specifications and requirements document based on the needs of the user with time constraints and industry possibilities in mind

Beat Saber VR (C#)

- Replicated the core experience of Beat Saber with floating blocks in an arena coming at the player timed to the music playing

Raytracer (C++)

- Learned how to render objects in a way that mimics how light lets us see objects in the real world
- Implemented a bounding volume hierarchy to make rendering times decrease by up to 63%

2020

Package Delivering Drone Simulation (C++)

- Continuously integrated code iterations with new teams of people and learned to plan ahead by merging the code in such a way that made adding future development iterations easier
- Implemented the A* search algorithm to make the drone take a more optimal route to its destinations while keeping in mind when it needed to make way to a recharge station

2019

Street Fighter Replica (Java)

- Using JavaFX I created a playable version of Street Fighter for 2 players with a full set of moves

Skills

- | | | |
|---------|-------------|---------------|
| - Git | - UML | - Code |
| - Unity | - Dev Tools | Documentation |