

# MAXWELL SLATER

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## EDUCATION

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### Carnegie Mellon University

BS Computer Science

*GPA: 3.91, Dean's List*

*Theoretical CS, Functional Programming, Imperative Computation, Math Foundations CS, Linear Algebra, Multidimensional Calculus*

Pittsburgh, PA

August 2018 | December 2021

### University of Nevada, Reno

*GPA: 4.0*

*Data Structures, Computer Graphics, Differential Equations*

Reno, NV

August 2014 | May 2018

### The Davidson Academy of Nevada

High School Diploma with Emphasis in Computer Science and Mathematics

*GPA: 4.0*

Reno, NV

August 2012 | May 2018

## EXPERIENCE

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### NVIDIA Corp.

*3D Graphics Software Intern*

Santa Clara, CA

May 2019 | August 2019

### Masquerade Media Inc

*Intern*

Reno, NV

May 2017 | August 2017

- Contributed to a mobile game production pipeline including tasks such as asset processing, scripting, gameplay prototyping, and testing using Unity 3D and Autodesk Maya.
- Designed and implemented web-based promotional games driving engagement and customer acquisition.

### University of Nevada, Reno

*Research Intern*

Reno, NV

May 2015 | May 2016

- Assisted in wireless networking research under Dr. Shamik Sengupta supported by NSF Grant #IIA-1301726.
- Authored and published a white paper on the subject.
- Helped plan outreach programs for STEM education.

## SKILLS

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Tools: C++, C, Modern C++, Win32, OpenGL, Git(Hub), L<sup>A</sup>T<sub>E</sub>X  
Concepts: Game Engines, Graphics, Data Structures, Operating Systems  
Software: Windows, Linux, Adobe Suite, MS Office

## PROJECTS

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### Handmade Voxel Game Engine C++, Win32, OpenGL, MSVC

<https://github.com/TheNumbat/exile>

A minecraft-like game on top of a featureful low-level programming environment and voxel game engine with minimal libraries. Tech blog at <https://thenumbat.github.io>.

### HackCMU 2018: viz.ml C++, OpenGL, Dear ImGui, SDL2

<https://github.com/TheNumbat/viz.ml>

An interactive dimensionality reduction visualization engine for introspection of high dimensional data sets.

### Programming Course C++, HTML, CSS

<https://thenumbat.github.io/cpp-course/>

Organized, created curriculum, and taught course at the Davidson Academy. Developed website based on course curriculum.

### 3D Graphing Tool C++, OpenGL, Dear ImGui, SDL2, GLM, exptrk

<https://github.com/TheNumbat/3D-Grapher>

Graphical tool for the Davidson Academy multivariable calculus course.