

# MAXWELL SLATER

Reno, NV · mjslater@andrew.cmu.edu · (503) 702-0051 · thenumbat.github.io

## EDUCATION

---

**Carnegie Mellon University**  
BS Computer Science

Pittsburgh, PA  
August 2018 - May 2021

**University of Nevada, Reno**  
*GPA: 4.0*

Reno, NV  
August 2014 - May 2018

**The Davidson Academy of Nevada**  
*GPA: 4.0*

Reno, NV  
August 2012 - May 2018

## EXPERIENCE

---

**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.

**TrenLot Inc**  
*Intern*

Reno, NV  
March 2016 | March 2016

- Designed and implemented web-based API for communicating with and updating internet enabled microcontrollers.

## SKILLS

---

Tools: C++, C, Modern C++, Win32, OpenGL, Git(Hub)  
Concepts: Game Engines, Graphics, Data Structures, Compilers, Operating Systems  
Software: Adobe Suite, Maya, Blender, MS Office, Windows, Linux

## PROJECTS

---

**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, expatk**

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

3D-Graphing tool for the Davidson Academy multivariable calculus course.

## AWARDS

---

**National Merit Finalist and Scholarship Winner**

One of 8000 recognized for PSAT performance, accomplishments, and skills.

NMSC

2017