# MAXWELL SLATER

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## EDUCATION

**Carnegie Mellon University**                                     Pittsburgh, PA
BS Computer Science                                          August 2018 - May 2022

**University of Nevada, Reno**                                          Reno, NV
*GPA: 4.0*                                                   August 2014 - May 2018

**The Davidson Academy of Nevada**                                     Reno, NV
*GPA: 4.0*                                                   August 2012 - May 2018

## EXPERIENCE

**Masquerade Media Inc**                                               Reno, NV
*Intern*                                                  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**                                         Reno, NV
*Research Intern*                                            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**                                                        Reno, NV
*Intern*                                                 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, exprtk*
https://github.com/TheNumbat/3D-Grapher
3D-Graphing tool for the Davidson Academy multivariable calculus course.

## AWARDS

**National Merit Finalist and Scholarship Winner**                        NMSC
One of 8000 recognized for PSAT performance, accomplishments, and skills.        2017