

MAXWELL SLATER

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

EDUCATION

Carnegie Mellon University BS Computer Science <i>Imperative Computation, Discrete Math, Linear Algebra</i>	Pittsburgh, PA August 2018 - May 2021
University of Nevada, Reno GPA: 4.0 <i>Data Structures, Computer Graphics, Multivariable Calculus, Differential Equations</i>	Reno, NV August 2014 - May 2018
The Davidson Academy of Nevada GPA: 4.0 <i>High School Diploma with Emphasis in Computer Science and Mathematics</i>	Reno, NV August 2012 - May 2018

EXPERIENCE

Masquerade Media Inc <i>Intern</i> <ul style="list-style-type: none">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.	Reno, NV May 2017 August 2017
University of Nevada, Reno <i>Research Intern</i> <ul style="list-style-type: none">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.	Reno, NV May 2015 May 2016
TrenLot Inc <i>Intern</i> <ul style="list-style-type: none">Designed and implemented web-based API for communicating with and updating internet enabled microcontrollers.	Reno, NV March 2016 March 2016

SKILLS

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

PROJECTS

Handmade Voxel Game Engine <i>C++, Win32, OpenGL, MSVC</i> 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 <i>C++, OpenGL, Dear ImGui, SDL2</i> https://github.com/TheNumbat/viz.ml An interactive dimensionality reduction visualization engine for introspection of high dimensional data sets.
Programming Course <i>C++, HTML, CSS</i> 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 <i>C++, OpenGL, Dear ImGui, SDL2, GLM, exptrk</i> 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
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