Maxwell Slater

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EDUCATION

Carnegie Mellon University   Pittsburgh, PA
BS Computer Science   August 2018 - May 2021
Imperative Computation, Discrete Math, Linear Algebra

University of Nevada, Reno   Reno, NV
GPA: 4.0   August 2014 - May 2018
Data Structures, Computer Graphics, Multivariable Calculus, Differential Equations

The Davidson Academy of Nevada   Reno, NV
GPA: 4.0   August 2012 - May 2018
High School Diploma with Emphasis in Computer Science and Mathematics

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), LaTeX
Concepts:	Game Engines, Graphics, Data Structures, Compilers, Operating Systems
Software:	Adobe Suite, 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