

MAXWELL SLATER

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EDUCATION

Carnegie Mellon University

BS Computer Science

Imperative Computation, Discrete Math, Linear Algebra

Pittsburgh, PA

August 2018 - May 2021

University of Nevada, Reno

GPA: 4.0

Data Structures, Computer Graphics, Multivariable Calculus, 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

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), L^AT_EX
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, exptrk

<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