

Max Altshuler

Location: Brooklyn, New York
Email: maltshuler6846@bths.edu
Phone: 917-538-2073
Website: <http://maxalt.herokuapp.com>

Objective

I am a Brooklyn Technical High School student, looking for a part time opportunity where I can utilize my coding, testing, hardware and design skills, contribute to the company/project, and develop new skills.

Technical Skills

Advanced Knowledge: Autodesk (certified user), Microsoft Office, iMovie, Windows, Technical Drawing, Soldering, A/V equipment

Intermediate: HTML, CSS, Ruby, OS X, IOS, Git, Shell, Schematics, Photoshop

Some experience with: JavaScript, Python, SQL

Education

Flatiron School 4 week Software Engineering Program

July-2015

Developed a decision tree based game selection app using Bootstrap, HTML, CSS and Ruby back end

Developed a snapchat like web app using Bootstrap, HTML, CSS, JavaScript, Ruby, MySQL

Brooklyn Technical High School

Expected: Jun-2018

Studying towards Engineering major. Relevant coursework: Design and Drafting for Production

Experience

QA Engineer for Tunity App, AudioStream TV, VC Backed Tech Startup

Nov-2014 – Present

- Test iPhone and Android app which uses computer detection software to stream live audio
- Work with a remote team of developers, record test cases and results, write simple MySQL queries

Scratch! Tutor, The Academy of Talented Scholars

Oct-2014 – Dec-2014

- Assisted the instructor in teaching students grades K-5 fundamentals of programming using MIT Scratch!

Hackathons

HackGCT 2015 at Grand Central Tech

August-2015

- Learned how to use twillio api and built an app to text users and remind them to log out of accounts

Hack ECPAT Youth 2015

July-2015

- Built a web app over the weekend to help educate youth about trafficking issues using a gamified experience. Used HTML, CSS, JavaScript and Ruby

JPMorgan Chase Code For Good

Nov-2014

- Worked with a team of high school students on a wireframe design for a mobile app for food distribution

Projects

Raspberry Pi – connected buttons to Raspberry Pi and programmed a web application to make a phone call

Game – used Unity to design an exploration/survival style game that can run various platforms

Soldering & Electronics – soldered a speaker based on a self-drawn design

Lego Robotics – built programs for a Lego NXT Robot using EV3 programming software

3D modeling – built 3D models in Autodesk Inventor, designed a new toy model for 3D printing at Makerbot