

Max Krieger

student, engineer, designer

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http://a9.io

EXPERIENCE

MIT CoCoSci Group - Researcher

July 2017 - Present | Cambridge | cocosci.mit.edu

Conducting original research on program synthesis using techniques derived from human-inspired cognitive science and machine learning.

Formlabs - Intern

July - August 2017 | Somerville | formlabs.com

Developed and designed internal and user-facing projects for the global 3D printing market.

MAHacks - Organizer

August 2016 - June 2017 | Boston | mahacks.com

Organized, designed, and developed event details, brand identity, and website for a series of high school hackathons. The inaugural event hosted 100+ attendees.

PROJECTS

LiquidTime

Launched October 2016 | liquidti.me

Designed and developed a novel time management and planning app to help fight procrastination. Featured on the front page of Hacker News and Product Hunt and has logged hundreds of hours of users' productivity every month.

A-Frame Components

Released February 2016 | github.com/maxkrieger

Developed several open source components for Mozilla's A-Frame VR project. They focus on implementation of HTML5 graphics APIs for rendering interfaces, graphics, and information in a virtual world.

EDUCATION

Carnegie Mellon University

2018 - 2022 (expected)

BSc. Cognitive Science

Selected as a Dietrich college scholar.

Needham High School

2014 - 2018

Robotics Team - Captain of an award-winning 30+ member team competing in a national competition run by FIRST.

Linguistics Club - Captain & Founder. Teach 10+ members fundamental concepts of human language, and train for the North American Computational Linguistics Olympiad.

MIT Beaverworks

Summer 2016 | MIT

Participated in the first summer program modeled after MIT's 6.141 course, for the development of autonomous racing vehicles. Topics included computer vision, control systems, and localization.

SKILLS

Design

Sketch 3, Figma, Adobe Creative Suite, Blender, Zeplin

Languages

Javascript (ES7), CSS3/SASS, Python, Java, Kotlin, Go, OCaml/ReasonML, Elm, Haskell

Tools

GNU/Linux, Git, React.js/Native, Redux, Electron, MongoDB, PostgreSQL, Django/Express, Webpack, Bootstrap, Node.js/npm, Docker, Numpy

Principles

UX & HCI, Virtual Reality Design, Responsive Design, Agile/Scrum projects, Functional Programming, Object Oriented Programming, Open Source Contributions