# **EXPERIENCE**

#### Flexibits - Intern

Summer 2018 | Remote | flexibits.com

## MIT CoCoSci Group - Researcher

Summer - Fall 2017 | Cambridge | cocosci.mit.edu Conducted original research on program synthesis using techniques derived from human-inspired cognitive science and machine learning.

#### Formlabs - Intern

Summer 2017 | Somerville | formlabs.com Developed and designed internal and user-facing projects for the global 3D printing market.

## MAHacks - Organizer

2016 - 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. Taught 10+ members fundamental concepts of human language, and trained for the North American Computational Linguistics Olympiad.

## **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, Kubernetes, Numpy

## **Principles**

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