

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

Tackled projects & problems involved with web engineering for the 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 thousands of hours of users' productivity.

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

Needham High School

2014 - 2018

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

Linguistics Club - Captain & Founder of the school Linguistics Club. 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, Adobe Creative Suite, Blender, Maya, Zeplin

Languages

Javascript (ES6), CSS3, SASS, JSON, Jade, Python, Java, Haskell, Ocaml/Reason

Tools

GNU/Linux, Arduino, React.js, React Native, Electron, MongoDB, CouchDB, Webpack, Express, Bootstrap, Node.js/npm

Principles

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