

# Max Zhang



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## New Grad at McGill University

Recent graduate of McGill University with background in Software Architecture, Machine Learning (ML), and Reinforcement Learning (RL). 1+ years of experience working in full stack development and data engineering roles.

## Education

**BM in Computer Science and Music Performance**, Graduation Year 2023

**McGill University**, Montreal, QC

GPA: 3.51 / 4.00

Lallemend Scholarship for Music Excellence

Tousey Scholarship in Jazz

## Work Experience

**VISABLI**, Remote (Canada) | Software Developer | 05/2023 - Present

- Architected web application aimed at enhancing visual science communication utilizing technologies such as React, Figma, and Konva to transform wireframes into functional and intuitive user interfaces.
- Demonstrated strong project ownership throughout the entire development lifecycle while working collaboratively with designers, ensuring seamless integration of design elements into the final product.

**DDMAL**, Montreal | Software Developer | 05/2022 - 08/2023

- Contributed to a multidisciplinary team working on an end-to-end machine learning project, specializing in optical music recognition (OMR).
- Operated in an Agile environment, working closely with a team of four developers using Typescript, C++, and Cypress to improve overall web development and user experience.
- Successfully deployed and integrated complex technologies, showcasing adaptability and problem-solving skills in a collaborative team setting.

**Government of Canada**, Ottawa | Software Engineer Intern | 07/2022 - 12/2022

- Implemented efficient workflows using Airflow and Splunk for monitoring and visualizing databases.
- Extended Java SpringBoot API services, enhancing data handling capabilities for analysts.
- Spearheaded project for streaming event data to create shareable maps using Python and ArcGIS.
- Actively participated in daily scrums and sprint cycles, presenting progress reports and maintaining various services while contributing significantly to principal projects.

## Projects

**DDMAL/Neon**

Developer and maintainer for Neume Editor Online, a web-based music notation editor for chants from the Middle Ages – Typescript, Verovio, C++, Cypress. 132 commits with >2.2M code additions on Github.

**VISABLI/visual-scicomm-toolkit-app**

Lead developer for Visual Science Communication Toolkit, a learning module for laying out best practices of visual science communication for students and instructors – React, Typescript, Konva. Soon to be included in publication.

## Skills

**Programming Languages:** Python | Javascript | Typescript | C++ | Java | HTML | CSS

**Frameworks:** React | Django | Express | Airflow | Cypress

**Databases:** MongoDB | OracleDB | Neo4j