Max Schrementi ⬡ ↗

C++ & Ruby Software Engineer

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Profile Summary

- Software Developer & Data Analyst, experienced in building and deploying full stack solutions. Well versed in Object-Oriented Programming (OOP) and data structures & algorithms.
- Full-stack developer with a strong command of programming languages including C/C++, Ruby, Python and JavaScript. Proficient in designing UIs, writing server-side code and building APIs, and manipulating SQL databases. Solid understanding of Authentication, Security, and Git version control.
- Fast learner able to rapidly ramp-up and develop new skills, and enthusiastic problem solver, comfortable with providing innovative & creative solutions.
- Customer-centric communicator, able to present to senior leaders and translate complex data into comprehensible stories & visuals.
- Acute Project Management skills with ability to communicate effectively and influence a variety of internal & external stakeholders in a fast-paced environment to drive progress within aggressive time constraints.
- Key contributor to the team, available to support and collaborate with others, and thriving in a multicultural & diverse work environment.

Education

Purdue University ↗
B.Sc. in Mechanical Engineering
West Lafayette, IN, 2014

Technical skills

Languages: **Main:** C++, Ruby   **Secondary:** C, Python, JavaScript
Databases: MySQL, PostgreSQL
Data: Excel

Professional Experience

The Powers Company ↗ Data Analyst & Project Manager (Consultant)   **Nomadic, USA** Jul. 2016 - Dec. 2021

- As a Project Manager, directed teams of 5 to 10 consultants during multiple 6 month missions, delivering Continuous Improvement Systems to optimize clients operational effectiveness.
- Conducted analysis from large datasets, and built tools to monitor, report on, and manage performance, using Python, SQL, and Ruby On Rails.
- Developed customized Production, Maintenance, & Logistics dashboards, as well as management tools in Ruby on Rails, to interface with clients ERP systems and data to improve clients operational effectiveness.
- Designed comprehensible data visualization allowing non-technical stakeholders to quickly understand key insights.
- Proactively sought performance improvement opportunities with a well defined profiling approach to isolate and clear bottlenecks and improve performance.
- Delivered technical presentations to the team on new designs, features and development plans. Maintained a high engagement in meetings, asking calibrated questions to reach alignment and optimize for delivery.

Projects Experience

2D Alien Space Shooter Game ↗ ⬡   2022

- Built an Entity Component System (ECS) Game Engine from scratch with C++, leveraging the open source graphics library SFML. Players have to navigate a spaceship, while shooting at enemies to achieve the highest possible score.
- The game engine allows users to rapidly implement & modify game ideas by creating unique entity containers with the combination of data components. It reads data from config files, allowing for changes to any game entities without the need to recompile.
- Created clear, concise and user-friendly documentation, and wrote & maintained clean and legible code with commenting for others to read, understand and collaborate easily.
- Created a custom Vec2 Class with operator overloading to effectively manage entities movement physics.

Automotive Marketplace ↗ ⬡   2017

- Designed and developed an online marketplace for car enthusiasts to buy & sell parts, using Ruby on Rails. Users can create a listing and host pictures with the FileStack API to advertise their offering.
- Implemented commenting and private messaging functionalities for users to interact. Enabled payments through the integrations of PayPal and Stripe APIs, allowing for secure checkouts.
- Deployed the application on Heroku and reached 280 signed-up users over the lifetime of the project.