Max Hammerlund

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SKILLS

- ★ Programming in C/C++, Python, Java, Javascript, C#, Clojure, Lisp
- ★ Web Design Frontend with HTML5, CSS3
- ★ Game programming with Unity, Godot, SDL, Phaser
- ★ UNIX/Linux system programming
- ★ Version control systems (Git, Mercurial, Microsoft TFS)
- ★ Adobe creative suite (Photoshop, Illustrator), GIMP, Inkscape

EXPERIENCE

Video Game Development Club, University of Minnesota — *Lead Programmer*
September 2016 - December 2018

- ★ Designed and developed a new game every semester.
- ★ Managed up to 12 people using Agile and Kanban development practices.

Prototype and Production Systems, Plymouth MN — *Intern*
May 2016 - August 2016, May 2017 - August 2017

- ★ Developed several internal web applications using Python and Javascript.
- ★ Developed a C#/WPF inventory application interfacing with QuickBooks.

Seagate, Bloomington MN — *Intern*
May 2018 - August 2018

- ★ Migrated build system from CruiseControl to Microsoft TFS Build.
- ★ Diagnosed issues with VB.NET web application.
- ★ Received training on Scaled Agile Framework (SAFe).

EDUCATION

University of Minnesota — *College of Science and Engineering*
September 2015 - Present, 3.882 GPA

- ★ Bachelor of science in Computer Science, expected May 2019
- ★ Bachelor of science in Mathematics, expected May 2019

Chaska High School
September 2011 - June 2015

- ★ Graduated Magna Cum Laude
- ★ Math student of the year, 2015

Northwestern University
2010, 2011

- ★ Online Java programming course
- ★ Online C++ programming course