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Max Hammerlund

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)

EXPERIENCE

Video Game Development Club, University of Minnesota – *Lead Programmer*

September 2016 - Present

- Design and develop a new game to be completed every semester.
- Manage 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 Computer Science, expected May 2019

Bachelor of Mathematics, expected May 2019

Chaska High School

September 2011 - June 2015, Graduated Magna Cum Laude

Northwestern University

2010 - 2011

C++ and Java online programming courses.