

1069 Traditions Ct.
Chaska, MN 55318
(952)-540-7089
[hammerlundm.github.io](https://github.com/hammerlundm)
hammerlundm@gmail.com

Max Hammerlund

SKILLS

Programming in C/C++, Python, Java, Javascript, C#, Clojure, Lisp

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 utilizing Agile and Kanban development.

Prototype and Production Systems, Plymouth — *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, Normandale — *Intern*

May 2018 - August 2018

- Migrated codebase from CruiseControl to TFS Build.
- Diagnosed issues with VB.NET training website.

EDUCATION

University of Minnesota — *College of Science and Engineering*

September 2016 - May 2019, 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.