

# Max Hammerlund

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## SKILLS

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

## PROJECTS

A complete list of my projects can be found at [maxhammerlund.com/portfolio.html](http://maxhammerlund.com/portfolio.html)

### Waffle Tower Defense

I was the lead programmer for Waffle Tower Defense, which was completed by the UMN Video Game Development Club over the course of fall semester 2018. I was responsible for teaching programmers and ensuring it was completed on time. It can be found at [vgdc.itch.io/waffle-tower-defense](http://vgdc.itch.io/waffle-tower-defense).

### Album Art Display Daemon

Album Art Display Daemon is a simple program that displays the album art of the currently playing song. It is written in c, using linux system calls and interfacing with the MPD api. It can be found at [github.com/hammerlundm/aadd](https://github.com/hammerlundm/aadd).

## EXPERIENCE

### 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).

### Prototype and Production Systems, Plymouth MN — Intern

May 2017 - August 2017

- ★ Developed an inventory management web application with Python and Javascript.
- ★ Developed a C#/WPF inventory application interfacing with QuickBooks.

### Prototype and Production Systems, Plymouth MN — Intern

May 2016 - August 2016

- ★ Developed several internal web applications using Python and Javascript.
- ★ Developed a web interface for a printer using HTML and Javascript.

## 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

### Relevant Coursework

- ★ Intro to C/C++
- ★ Intro to Algorithms and Program Development
- ★ Machine Architecture and Organization
- ★ Advanced Programming Principles
- ★ Program Design and Development
- ★ Algorithms and Data Structures
- ★ Formal Languages and Automata Theory
- ★ Intro to Operating Systems
- ★ Intro to Artificial Intelligence
- ★ Intro to Machine Learning
- ★ Operating Systems
- ★ Cryptology and Number Theory
- ★ Artificial Intelligence II