MAXWELL THOMAS KING
Salt Lake City, UT | maxwelltking@gmail.com | (802)-279-0623 | https://king802.github.io

EDUCATION

Northeastern University, Boston, MA
Khoury College of Computer Science   Jan. 2018-Apr. 2020
Master of Science in Computer Science, GPA: 3.3/4.0
Courses: Foundation of Software Engineering, Objected Oriented Design, Database Management Systems

Wentworth Institute of Technology, Boston, MA
College of Engineering & Computer Science   Aug. 2013-Aug. 2017
Bachelor of Science in Mechanical Engineering, GPA: 3.1/4.0
Related Courses: Fluid Dynamics, Circuit Theory, Differential Equations, Calculus (I, II, III), Probability and Statistics

WORK EXPERIENCE

QuickBase Developer at Massachusetts Institute of Technology – Cambridge, MA   Mar. 2018-Present
- Designed, improved, and maintained a suite of relational database tools in QuickBase to expedite various tasks for the Department of Material Science's to conserve time, money, and resources.
- Introduced multiple views and roles for these QuickBase applications by integrating HTML and JavaScript to preserve the database's integrity and efficacy.
- Implemented scripts to automate daily tasks to improve efficiency and accuracy of data collected and used by the department.

Product Engineering at BorgWarner Morse Systems (Co-op) – Ithaca, NY   Jun-Dec. 2016
- Demonstrated engineering knowledge and interpersonal skills when handling multiple time-sensitive engineering tasks dealing with the design and testing of prototypes and production parts.
- Contributed to a failure analysis team where organization and tracking of testing data were vital in solving a significant design problem discovered late into production.

TECHNICAL KNOWLEDGE

Programming Languages: Python (Pandas, NumPy, sklearn), Java, JavaScript (Node.js, React.js), HTML, CSS (Bootstrap)
Operating Systems: Mac OS, Linux, Windows 7 & 10
Database Related: SQL, MySQL
Other: MATLAB, Excel, QuickBase, Cognos

PROJECTS/RESEARCH

NUDGY, A Simple Web Chat Application   Oct-Dec. 2019
- Collaborated with a team of four in building a full-stack chat application with a front end of JavaScript and HTML and a backend of Java and MYSQL.
- Utilized various design patterns (factory, adapter, and more) and JUnit testing to ensure the application was well designed and had full testing coverage.
- Conducted weekly agile sprints and leveraged Jenkins, Git, and Maven to make the project more efficient and flexible.

Movie Reviews Bayesians Text Classification   Oct.-Dec. 2019
- Designed an NLP prediction model in python to classify movie reviews as either positive or negative.
- Analyzed movie review text and tokenized it with the NLTK python library. Making sure to perform such techniques as removing stop words, steaming, and normalization.
- Programed a naïve Bayes classifier with Laplace smoothing in python which could predict the review type of the movie based on the review with an accuracy of 77%.

Intelligent Pac-Man Project   Sep-Nov. 2018
- Utilized graph search algorithms such as DFS, BFS, Uniform Cost Search, and A-star to create Pac-Man agents in python.
- Programmed agents in python to solve Markov decision processes using dynamic programming and the Bellman-Ford equation.
- Incorporated various learning agents in python with learning algorithms such as value iteration and Q-learning to address a spectrum of problems.