

# Maxwell Braun

maxbraun175@gmail.com | (812) 760-0053 | Tampa, FL | [Portfolio](#) | [LinkedIn](#)

---

I am a dynamic and self-motivated full-stack engineer with a Bachelor's degree in computer science. I am known by those I work with to take an idea or objective and turn it into a working product with minimal direction. My deep understanding of web technologies stems from years of hands-on experience, starting at a young age. This foundation enables me to quickly grasp and adapt to new frameworks, libraries, and tools. I combine my personal, professional, and academic experience with a figure-it-out mindset to stay productive and solve problems quickly.

## WORK EXPERIENCE

---

### District Cinema

Software Engineer

January 2025 – Present

Tampa, FL - Hybrid

- Developed and maintained frontend features using SvelteKit, and backend endpoints using TypeScript, PostgreSQL, and Drizzle.
- Implemented end-to-end testing with Playwright to improve code reliability and deployment confidence.
- Designed and built an R&D prototype using React, Three.js, and WebSockets. Developed a Python FastAPI server to interface with Apple's DepthPro AI model, enabling image depth extrusion.
- Initiated and led development on a major new feature, from planning and presentation to implementation.
- Integrated Cloudflare Turnstile to prevent bot signups and enhance security.

### Seattle Engraving Center

Web Developer

May 2022 – January 2025

Tampa, FL

- Created two JavaScript scripts that automate product listing on multiple platforms, driving the company to top 100 seller status on one platform and increasing efficiency by replacing the duties of one full-time employee.
- Migrated the company's primary and secondary sales websites to WordPress and added custom functionality to both websites using CSS, PHP, and JavaScript, reducing costs and improving sales and customer engagement.

## PROJECTS

---

### SailFuture Live Expedition Tracker | <https://expeditions.sailfuture.org>

March 2024 – Present

- Worked alongside lead developer to implement features within Next.js application.
- Translated Figma designs into functional React components.
- Built API endpoints to fetch, manipulate, and return database data.

### Product Listing Automation | <https://github.com/maxbraun1/GunbrokerAutomation>

March 2023

- Created two JavaScript scripts to automate the merchandise posting process.
- Interacted with distributor's REST APIs to source inventory.
- Optimized programs to list about 1000 items in the time it previously took to list 1 item, increasing the number of listings by about 250% and pushing the company to "Top 100 Seller" status on one platform.

### Hypixel Guild Finder | <https://hypixelguildfinder.com>

August 2024 – Present

- Built a TypeScript web app to help players of the Hypixel Minecraft server find a guild to join.
- Used Next.js to quickly assemble a full-stack application communicating with Supabase via server actions.
- Interacted with Hypixel's REST API to source player and guild data.

## EDUCATION

---

Ball State University

Bachelor of Science in Computer Science

August 2018 – July 2022

Muncie, IN

## SKILLS & INTERESTS

---

- Languages: JavaScript, TypeScript, HTML, CSS
- Frameworks: React.js, Next.js, SvelteKit, Nest.js, Node.js, TailwindCSS
- Developer Tools: Supabase, Prisma, Drizzle, PostgreSQL, Playwright Testing