

Max Correia

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in max-correia-7795nc

🌐 maxcorreia

Education

BS Northeastern University, Computer Science & Mathematics

Sept 2021 – May 2024

- GPA: 3.72/4.00
- **Coursework:** Software Engineering, Computer Graphics, Algorithms, Artificial Intelligence, Statistics & Stochastic Processes, PDEs, Theory of Computation

Technologies

Programming Languages: Java, Python, C++, C, TypeScript, HTML, JavaScript, SQL, Common Lisp

Software & Other Technologies: Git, Github, VMWare, VirtualBox, NPM, Jupyter Notebook, React, Bash Shell, Linux (Ubuntu, Debian, Fedora, Kali), Windows (7, 8, 10, 11), MacOS, CAD software (Blender, AutoCAD, SolidWorks), OpenSSH, Bomgar

Experience

Simmons University, Service Desk Technician

Boston, MA

May 2023 – present

- Assisted faculty, staff, and students in meeting their technological needs, enhancing their productivity and satisfaction
- Utilized remote support through Bomgar to assist off-site users
- Navigated customers through tech support calls to reach personalized solutions using ITIL practices
- Tracked and followed up on software and hardware issues through ServiceNow
- Imaged and wiped Apple and Windows devices for Simmons users
- Performed white-glove audiovisual event support for external clients using Simmons event spaces

21st Century, STEM Program Instructor

Winthrop, MA

July 2019 – Aug 2022

- Coordinated the Robotics and STEM divisions of the summer program, ensuring smooth operation and high participant engagement
- Educated children from ages 5 to 11 in computer programming with Blockly through interactive robots
- Delivered technical concepts to a non-technical audience to enhance their comprehension and engagement with STEM topics
- Organized and maintained inventory for all robotics kits and machines

Projects

Dino Run 3D

[Github link](#) 🔗

- Developed a 3D recreation of Google Chrome's popular dinosaur game
- Implemented a custom day-night shader that changes with in-game time
- Modelled dinosaur player object and obstacle objects to be spawned intermittently
- Utilized scrolling texture maps to render a moving background/foreground object
- Tools Used: C++, OpenCV, Blender

JEdit

[Github link](#) 🔗

- Developed a GUI application in Java Swing to process and edit images in major file formats (PPM, PNG, BMP, JPG)
- Collaborated in a team through GitHub to meet project deadlines
- Implemented the agile software development cycle to incorporate various upgrades throughout its development process (multiple file type support, GUI and CLI implementation)
- Tools Used: Java, Swing