Max Correia

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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, RealVNC

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