

# 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, magna cum laude
- **Coursework:** Software Engineering, Computer Graphics, Algorithms, Artificial Intelligence, Statistics & Stochastic Processes, Fundamentals of Data Science, PDEs

## Technologies

**Programming Languages:** Java (React, NPM), Python (Numpy, Matplotlib), C++, OpenGL, C (17, 23), TypeScript, HTML, JavaScript, Bash Shell, SQL, R, Common Lisp

**Software:** Git, Github, VMWare, VirtualBox, NPM, Jupyter Notebook, RStudio, Blender, AutoCAD, SolidWorks, OpenSSH

**Operating Systems:** Linux (Ubuntu, Debian, Fedora, Kali), Windows (7, 10, 11), MacOS (Mojave, Monterey, Sequoia)

## Experience

**Simmons University**, Service Desk Technician

Boston, MA

May 2023 – present

- Navigated Simmons faculty, staff, and students through tech support calls to reach personalized solutions using ITIL practices
- Provided white-glove audiovisual event support for external clients using Simmons event spaces, ensuring seamless event execution and client satisfaction
- Utilized remote support through Bomgar to assist off-site users, ensuring timely resolution of technical issues
- Tracked and followed up on software and hardware issues through ServiceNow
- Imaged and wiped Apple and Windows devices for Simmons users

**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++, OpenGL, 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