

Max Correia

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🔗 maxcorreia.github.io

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, Artificial Intelligence, Computer Graphics, Algorithms, 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, OpenSSH, RStudio, Bomgar, BigFix, Jamf

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

Experience

WilliamsMarston, Information Technology Associate

Boston, MA

Apr 2025 – present

- Providing assistance to WM users at all levels by delivering critical and timely support
- Supporting internal Python development by providing a secure environment with high availability
- Partnering with the Finance team in the design and implementation of controls and processes to facilitate an appropriate security framework for all corporate applications
- Delivering automation of manual accounting processes and integrations with new software systems
- Assisting with information security policy development and enforcement

Simmons University, Technology Assistant

Boston, MA

May 2023 – Apr 2025

- 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

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