

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