Max Darling

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*"Rising Senior seeking full-time software engineering roles after graduation in June 2021.
Seeking challenging problems, fast-paced work environments, and opportunity for learning and growth"*

Education

Stanford University — **Stanford, CA**
B.S. in Computer Science — *Graduation 2021*

- *GPA*: 3.75/4.0
- *Skills*: Full stack web development, Operating Systems
- *Technologies*: Skilled in C, C++, Python. Comfortable with Java, Javascript, React, Node.js, PostgreSQL.

Research

- Optimizing hash tables via intelligent real-time adaptations (advisor Prof. Michael Bernstein) (Fall 2019)

Projects

- Pintos (C): Built an operating system almost entirely from scratch w/ virtual memory, concurrency, and file system
- Shell (C++): Fully functional shell supporting fundamental UNIX commands and multiprocessing
- MapReduce (C++): Speedily computes word occurrences in large text files (ex. *Hamlet*) across many servers
- Hand-written Digit Recognizer (Python): Neural Network classifier for the MNIST dataset, *without* libraries

Experience

Full Stack Developer Intern — **San Mateo, CA**
IXL Learning — *June - September '20*

- Developed various new features on IXL's web platform spanning both frontend and backend
- Participated in frequent code reviews; wrote robust project designs; developed in a team using Agile
- Pushed high-stakes code changes with success to web product with +35 million monthly users.
- Succeeded in self-teaching a wide range of technologies: React, Redux, YUI, Struts 2, PostgreSQL

Section Leader (TA) — **Stanford, CA**
Stanford University — *Jan '20 - Present*

- TA for CS Department's introductory computer science courses: CS106A/B
- Main responsibility: Running a weekly, hour-long section where I teach my group of ~12 students new material
- Held weekly office hours in which I provide students 1-on-1 conceptual and debugging help in Python and C++

Software Engineering Intern — **Santa Clara, CA**
SoundHound Inc. — *June - Aug '19*

- Main responsibility: developed the "historical facts" domain for Houndify and Hound products
- Navigated a large codebase of well over 1,000,000 lines and contributed ~10,000 of my own
- Created a web scraping and data collection pipeline in Python to gather historical fact data from the web

Data Science Intern — **Tokyo, Japan**
Mitsubishi Research Institute (TYO: 3636) — *July - Aug '18*

- Main responsibility: built a pipeline for gathering labelled machine learning data using Python and Amazon Mechanical Turk
- Worked in a team of 10 machine learning engineers to build and improve a chatbot that assists Japanese people during natural disasters and national emergencies.

More About Me

I'm also interested in...

- *Japanese*: I'm very interested in Japanese culture and literature, and spend my free time learning the language. I've spent a summer working in a Japanese kitchen, the summer after living in Tokyo, and hope for many more.
- *Problem Solving*: I love to tackle hard problems and excel at distilling complex concepts and communicating them
- Soccer: Ah, the "beautiful game". I enjoy playing pick-up, watching big matches, and rooting for Liverpool.
- *Gaming*: I was previously a "Legend" in *Hearthstone* and ranked in the >99th percentile in *League of Legends*.
- *Philosophy of Mind*: I'm perplexed by consciousness and cherish myriad thought experiments (eg. Chinese room).