# Max Mayhew

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## SUMMARY

Proficient, quick learning, and knowledgeable in the field of computer science with a well-rounded background of programming and software applications. Seeking an entry level position at a renowned organization.

## EDUCATION

**University of North Carolina Wilmington**
Bachelor of Science, Computer Science – *May 2015*

## COURSES

- **Programming Languages -** study of syntax and semantics, scope and binding times, etc.
- **Database -** data base concepts, data independence, logical and physical views of systems.
- **Software Engineering -** design and production of large and small software systems.
- **Data Structures -** Analysis and design of lists and trees, graph algorithms, hashing, etc.

## SKILLS

- **Platforms – Windows and Unix flavored Systems**
- **Programming Languages – Java, C#, Python, SQL, HTML, CSS, PHP, SML, Javascript**
- **Software specializations – Github, Zsh, Flash, Photoshop, Eclipse, Unity, jQuery**

## EXPERIENCE

**Technology Assistance Center**                     **Wilmington, NC**
**Student Technician**                     **January, 2014 - July, 2015**

   Tech assistance provided for all UNCW students and faculty/staff. This included support in person and via phone/email. Issues were logged and resolved using a ticketing system.

**Game Programmer/Artist**                     **Raleigh, NC**
nativethegame.com                     **August, 2015 - Current**

   Programming and designing various content for a 2-D survival/combat game for PC. Recently exhibited at Playthrough Gaming Convention, and currently registered to be at the East Coast Gaming Conference in April. Website was created using Bootstrap and all hosting is handled through github.

## AWARDS

**Technology Assistance Center**                     **April 30, 2015**
Received more positive comments from clients than 30+ student employees.

## ACTIVITIES

- **President/Officer of the UNCW ACM SIGGRAPH Chapter**
- **Participated in 2014/2015/2016 Global Game Jam**
- **Exhibitor at Playthrough Game Convention 2016**
- **Attended SIGGRAPH 2013 Conference (Los Angeles, California)**
- **Attended 2014/2015 East Coast Gaming Conference (Raleigh, North Carolina)**

## HOBBIES

- **Game Development**
- **Digital & Traditional Art**
- **Pottery**