Maximillian F. Dumas
Creative Graphics Programmer and Software Developer

contact

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github.com/maxdumas

skills

Processing, Unity,
OpenGL/WebGL,
MSSQL, ASP.NET MVC,
C, C++, C#, JavaScript,
Backbone, MongoDB
AngularJS, Java, CSS3,
Photoshop, HTML5,
Python, Linear Algebra

interests

Computer Graphics
Game Development
Simulation
Web Development
Artificial Intelligence
Procedural Generation
Computer Vision

Education

Expected 12/2015	**New York University,** College of Arts and Science	GPA
	Bachelor of Arts. Majors: Computer Science, Mathematics	**3.52/4.00**

Minor: Game Design
Relevant Coursework: Computer Graphics, Linear Algebra, Computer Systems Organization, Introduction to Game Design, Basic Algorithms

Relevant Work Experience

10/2014– Present

Infrastructure Team Lead, *Tech@NYU*, New York, NY
- Lead a team of six student developers to create a CRM to manage *Tech@NYU*'s business contacts, event syndication, accounting, and attendee information.
- Technologies used include: NodeJS with Express, AngularJS, in conjunction with a RESTful API backed by MongoDB.

10/2013– Present

Organizer, GameDays, *Tech@NYU*, New York, NY
- Host bi-weekly events to investigate various aspects of game design and computer graphics via talks and workshops delivered to NYU students.
- Created network of industry professionals including members of Microsoft, Double Fine, TreSensa, the Processing team, and numerous independent developers to facilitate the events.
- Personally conducted workshops on Unity and Processing.

11/2012– Present

Senior Student Web Developer, *New York University*, New York, NY
- Promoted to manage team of students, technical assignments, and schedules/deadlines.
- Design and maintain large scale MSSQL databases used to track all NYU student transaction data and information.
- Identify user requirements and develop technical specifications to provide solutions.
- Fully implemented web portal for all NYU students to apply for housing.
- Additionally, initiated numerous projects, including complete redesign of department's internal software development framework.
- Technologies used include: MSSQL, ASP.NET MVC, Node, AngularJS, d3.

Selected Projects (for more complete listing, see github.com/maxdumas)

2015   Marmaduke (Javascript, Backbone + Node + Express + Socket.io + MongoDB)
- Create realtime comments system for use by project showcase startup Cartrdge
- Integrate WebSockets into Backbone views to create highly responsive interaction with Node + Express backend, backed by MongoDB

2015   Chalktalk/SIGGRAPH 2015 Emerging Technologies (C#, Unity)
- Work under Ken Perlin to conduct ongoing research into using computer graphics to facilitate communication via augmented and virtual reality
- Operate under strict deadlines to brainstorm implementation details and use cases

2011   MaxLib *maxdumas/MaxLib* (C#, XNA)
- Developed detailed terrain generation tool utilizing Simplex/Perlin noise and custom algorithms simulating different types of erosion, moisture propagation, and biomes.
- Researched and created custom gradient-mapping, normal lighting, and shadow-casting systems for terrain visualization.