

# Maximillian F. Dumas

Creative Graphics Programmer and Software Developer

## contact

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<http://mdumas.io>

## 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  
*Bachelor of Arts. Majors: Computer Science, Mathematics*  
*Minor: Game Design*

GPA  
**3.52/4.00**

**Relevant Coursework:** Linear Algebra, Basic Algorithms, Computer Graphics

## Relevant Work Experience

- 5/2015–8/2015 **Software Engineering Intern**, *Yodle*, New York, NY
- Implemented client features within Honeycomb, an enterprise-scale AngularJS product, using thorough testing strategies and a system of RESTful HTTP microservices
  - Utilized latest Agile methodologies to deliver consistent results at a sustainable pace with cohesive code reviews and regular team interaction
  - Technologies used include: Scala, AngularJS, Python, MySQL, JUnit, Mockito
- 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.
- 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, Backbone.

## Selected Projects (for more complete listing, see [github.com/maxdumas](https://github.com/maxdumas))

- 2015 **Marmaduke** *cartridge/marmaduke* (Javascript, Backbone; Node; Socket.io; MongoDB)
- Create realtime comments system for use by project showcase startup Cartridge.
  - Integrate WebSockets into Backbone views to create highly responsive interaction with Node + Express backend, backed by MongoDB.
- 2015 **NYU Media Research Lab Virtual Reality Team** *nyu-vr-research/vr-platform* (C#, Unity)
- Work under Ken Perlin to conduct ongoing research into interaction possibilities in fully immersive virtual reality space.
  - Coordinate project infrastructure by managing Git workflow and organization
  - Implemented virtual reality experiences for submission to SIGGRAPH 2015, including games and platform techniques.
- 2015 **Mathlet** *maxdumas/mathlet* (Javascript, jQuery, Google Drive API, & others)
- Create real-time web-based editor combining LaTeX for mathematical expressions and Markdown for all other markup, with goal of making typesetting mathematical notes truly easy and fluent.
  - Used Google Drive API to allow for real-time collaboration with other students, with end goal of total simultaneous student collaboration in note-taking process in lectures.