

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

- 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, Backbone.

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

- 2015 **Marmaduke** *cartridge/marmaduke* (Javascript, Backbone;Node;Express;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.

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