

Max Fierro

maxfierro@berkeley.edu | www.maxfierro.me | (619) 496-1150

ACADEMIC HISTORY

University of California, Berkeley

B.A. Computer Science, Minor in Mathematics; GPA: 3.51

Aug. 2021 – July 2025

Berkeley, CA

Selected Coursework: *Operating Systems and Systems Programming, Introduction to Database Systems, Computer Architecture, Efficient Algorithms and Intractable Problems, Discrete Mathematics and Probability Theory.*

PROFESSIONAL EXPERIENCE

Software Engineer Intern (ML Systems)

Meta Platforms, Inc.

May 2024 – Aug. 2024

Menlo Park, CA

- Starting work with the Ads Training Data and Model Infrastructure group in Summer of 2024.

Software Engineer Intern (Ads Optimization)

Meta Platforms, Inc.

May 2023 – Aug. 2023

Menlo Park, CA

- Work on a pre-alpha **advertiser value optimization** feature within the Ads Bidding team.
- Contribute to **data schema and system design** via comprehensive feasibility studies.
- Collaborate with product designers and market researchers to consolidate an **alpha specification**.
- Expand the **Meta Ads Manager** web interface to produce bid multiplier data to global ad delivery system.

MetaU Engineering Intern (WhatsApp)

Meta Platforms, Inc.

June 2022 – Aug. 2022

Menlo Park, CA

- Learned **large-scale application design** with the WhatsApp Data Archive and Transport team.
- Participated in a bootcamp-style course on Obj-C and Swift **iOS development** using UIKit and SwiftUI.
- Designed and implemented a **task management application** (see “Process”) as a capstone project.

Lead Endpoint Engineer

UC Berkeley SAIT

May 2022 – Feb. 2024

Berkeley, CA

- Provide advising to **UC Berkeley IT leaders and CIO** as part of the Student Technology Council.
- Lead** an endpoint management team responsible for the security and accessibility of more than 400 devices.
- Maintain campus partnerships and **oversee organizational work**, such as the hiring of 3 engineers.

CURRENT AFFILIATIONS

GamesCrafters | Prof. Dan Garcia’s computational game theory applied research group.

Jan. 2023 – Present

- Developed a **strong solution to Five-Field Kono**, a game of $> 10^9$ positions (play against solution).
- Re-architected C codebase** for ergonomics, safety, and multi-processing support (see “GamesmanNova”).
- Designed an **LSM-Tree based database engine** for enabling parallelization in game solves while optimizing for game-theoretic algorithms’ access patterns.

SELECTED PROJECTS

GamesmanNova | Abstract strategy game analysis system.

- System for performing **full game tree exploration** on deterministic abstract strategy finite-state games, storing and analyzing their complete solutions efficiently, and serving them to GamesCrafters’ user interfaces.
- Simple **multithreaded** implementations of solution set analyzer, solving algorithm, and DBMS modules.
- Working on supporting OpenMPI for solves on **High Performance Computing clusters**.

Process | Task management application for iOS.

- Allows for many-to-many **graph of task-subtask relationships**, as opposed to simple or nested lists.
- Served using **Firebase** Auth, Storage, and Firestore (although Neo4j is better suited for storing graphs of tasks).
- Features a **recursive UI** for intuitively traversing subtask items, built with Swift and SwiftUI.

TECHNICAL SKILLS

Tools and Frameworks: Git, Mercurial, OpenMPI, OpenMP, SQL, Ent, React, SwiftUI.

GPPLs: Rust, C/C++, Java, Swift, Python, JavaScript.