



Max Gurewitz

Work Experience

- April 2015– **Software Engineer, OpenTable**, San Francisco.
Current Full Stack node.js developer on the Search Team. Responsible for building and maintaining one of OpenTable's main consumer facing features on a small three man team. Primary developer responsible for new Search API with integration into company's new personalized search engine. Utilizing technologies such as Puppet, Docker, Redis etc.
- July 2014– **Software Engineer, Wanelo**, San Francisco.
April 2015 Full stack Ruby on Rails engineer. Played a key role in developing Wanelo's search engine, its transaction system, and its visual layout and design. Client side work with Backbone. Played central role in building Stripe and Shopify integration. Utilized technologies include Postgres, Redis, Solr, Elastic search, Chef etc.
- July 2013– **Software Engineer, Beats Music**, San Francisco.
May 2014 Worked primarily as a Node.js backend engineer. This entailed the use of Couchbase and MySQL databases. Helped to build Facebook, Twitter, Vindicia Cashbox and AT&T integration. Worked with Elastic Search and Solr search engines. Work extended to many areas including but not limited to music library data structures, music recommendations, search, billing services, and event handling.
- Summer of **Software Engineer, Intern, Topspin Media**, Los Angeles.
2012 Full stack Ruby on Rails development. Developed a tool for organizing and dynamically displaying customer and product metadata.
- Summer of **Intern, Epitaph Records**, Los Angeles.
2007 Assisted the company webmaster. Organized company records.

Skills

- Frameworks Node.js, Ruby on Rails, Restify, Express, Backbone
Databases Postgres, MongoDB, Couchbase, MySQL
Languages Ruby, Javascript, Python, Java, Scala, Haskell, SML, Mathematica, Matlab, Labview
Markup and HTML, CSS, \LaTeX
Formatting

Education

2009-2013 **B.A.**, Reed College.
Physics

2005-2009 **High School Diploma**, Oakwood School.

Undergraduate Thesis

2012-2013 Multilayer Perceptrons

Supervisor Joel Franklin

Description This thesis introduces the reader to the theory which underlies a class of artificial neural networks and supervised statistical learning. It also includes an implementation of multilayer perceptrons in python, as well as visualizations of overtraining multilayer perceptrons in video form.

Interests

- Machine Learning
- Illustration
- Brazillian Jiu Jitsu
- Physics