Max Gurewitz

Work Experience

May 2018–Sep 2019
Senior Software Engineer, *Crux Informatics*, San Francisco.
One of Crux's earliest platform (API) engineering hires. Primary architect and maintainer of services used to monitor data pipelines, Crux's core product. Service ingested large volumes of data in order to back an alerting system (internal/external), and a UI (internal). Core contributor to search services (elasticsearch), responsible for indexing and serving large quantities of metadata from primary datastore (cassandra) for flexible and fast querying. Personally lead initiatives to introduce industry best standards to Crux.

April 2015–May 2018
Senior Software Engineer, *OpenTable*, San Francisco.
Full stack developer. Primary architect of new Node.js based search api for aggregating and caching internal service responses. Primary maintainer of front end Javascript based component for autocompletion and search submission. Rewrote endpoints on backend, Lucene and Java based search service, improving each of their speeds by a factor of several hundred percent and reducing average memory consumption per server by more than 1gb. During 2016, initiated AB tests responsible for growing company earnings by more than $600,000 per year.

July 2014–April 2015
Software Engineer, *Wanelo*, San Francisco.
Full stack Ruby on Rails engineer. Played a key role in developing Waneloś search engine, its transaction system, and its visual layout and design. Client side work with Backbone. Played key role in architecting Stripe and Shopify integration. Utilized technologies include postgres, redis, solr, elastic search, chef etc.

July 2013–May 2014
Software Engineer, *Beats Music*, San Francisco.
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 att integration. Worked with elastic search and solr search engines. A member of both the api, and data science teams. Work extended to many areas including but not limited to music library data structures, music recommendations, search, billing services, and event handling.

Summer of 2012
Software Engineer, Intern, *Topspin Media*, Los Angeles.
Developed a web client in Ruby on Rails for organizing and dynamically displaying customer and product metadata.

Skills

Primary Languages
Javascript (Client, Server), Java, Ruby, Python, HTML, CSS

Secondary Languages	Rust, Elm, Scala
Databases / Datastores	SQL (Postgres, MySQL), Cassandra, Elasticsearch, Solr, Redis, Couchbase, MongoDB

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.