Max Sutters

CONTACT
INFORMATION

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EDUCATION

University of Washington, Seattle, Washington USA
Paul G. Allen School of Computer Science & Engineering

   B.S. Candidate, Computer Engineering (expected graduation date: June 2021)

Seattle Central College, Seattle, Washington USA

   A.S., Computer Science & Engineering, June, 2019

TECHNICAL SKILLS

Languages: Java, C/C++, Python, Unix/Bash shell scripting, HDL, assembly
Tools: GNU Debugger (GDB), Vim, Git/GitLab, IDEA, KiCad, LaTeX, Mathematica
Algorithm projects: Spam filter using machine learning (Naive Bayes), KD-tree nearest neighbor finder, content-aware image resizing with A* graph search
Operating Systems: Unix/Linux (CentOS, Ubuntu, WSL), Windows
Hardware: PCB design, 3D printing, flashing of Arduino/STM32 chips, SMD soldering

EXPERIENCE

Seattle Central College, Seattle, Washington USA

Teaching Assistant   **September, 2018 - March, 2019**
Duties included office hours, technical support, and management of cloud-based messaging forum. Driver of Slack use in computer science classes at Seattle Central College.
- CSC 110 Intro to Computer Programming with Clarke Wellman
- CSC 142 Computer Programming I with François Lepeintre

SACNAS Chapter, Seattle Central College, Seattle, Washington USA

Chapter Secretary   **May, 2019 - August, 2019**
Leading member of Society for the Advancement of Chicanos/Hispanics and Native Americans in Science. Organized meetings and researched chapter project proposals, synthesized team documentation, and corresponded with chapter leadership and members. Volunteered for events including UndocuSTEM Conference.

PROGRAMMING
PROJECTS

malloc, CSE 351

Implemented memory allocation in C.

HuskyMaps, CSE 332

Used Java to implement a local navigation web application. Programmed a rasterization system for rendering tiles when zooming in and out of the HuskyMaps interface, and an A* graph-based text search for locations on the map. Hosted locally and on Heroku.

Tetris, CSC 143

Practiced advanced object-oriented programming (OOP) by implementing Tetris in Java. Reinforced understanding of composition, inheritance, and model-view-controller (MVC) architecture. Applied unit testing, version control through Git, and pair programming.

Choose-Your-Own-Adventure Game Engine, CSC 143

(Credit to Stanford, Will Crowther) Used Java to program a text-based RPG engine. Implemented a text file scanner to assign data to generic structures in the game. Developed object-oriented logic to allow players to travel between rooms, interact with objects, and solve puzzles.