Max Smolin

Software developer,
Organization engineer

Bachelor's student,
University of California, Berkeley

Interests
- Programming Languages
- Developer Tools
- Management & Leadership
- Type Theory
- Logic Programming
- Operating Systems
- Systems Programming
- Game Development
- Education
- Machine Learning

Languages
- Python
- JavaScript
- Haskell
- C++
- Java
- Coq

Technology
- Git
- Nix OS
- AWS EC2
- Ansible
- Pulumi/Terraform

Languages
- English
- Russian

Contact
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Past Experience

Intern, Robust.AI
Jan 2021 - Ongoing

Cognition in Robotics, fulltime internship
Details under NDA

VP of Education, Machine Learning @ Berkeley
Dec 2020 - Ongoing

Managed and led the Education committee (8 people)

Jointly handled executive responsibilities for the entire club (29 officers, around 50 active members)

In charge of EdX course development, blog, website development, ML@B internal wiki, internal and public reading groups, and increasing legitimacy and value of ML@B research projects

Software Engineer Intern, Anyscale, Inc.
Feb 2020 - Dec 2020

RaySGD (Machine Learning tools) team, CLI redesign
Full-time summer 2020, part-time otherwise

Project Manager, Machine Learning @ Berkeley
Sep 2020 - Dec 2020

Managed and led a project with 3 other members, developing a more interpretable structure for neural networks used for perception tasks.

Results featured in the Weights and Biases Salon.
https://github.com/mlberkeley/semantic-convs/

Head of DeCals, Machine Learning @ Berkeley
Sep 2020 - Dec 2020

Facilitated the development of a new DeCal (student-instructed course at UC Berkeley) on Machine Learning in Healthcare. Managed and led a team of 6 instructors

DeCal Instructor, Machine Learning @ Berkeley
Jan 2020 - May 2020

Developed and presented the Perception section of the Self-Driving DeCal (student-instructed class at UC Berkeley)

Featured Personal Project (more on GitHub)

nOS, Toy Operating System
https://github.com/maximsmol/nos

From-scratch 32-bit bootloader and C++ kernel. Able to boot to protectecd mode, read ATA drives via PIO, read keyboard input via PS/2 8042 controller, print to screen using text mode VGA