

# Max Lever

*artist and developer exploring the intersections of technology, ethics, and creativity*

(301) 547-5304

maxdavidlever@gmail.com

maxlever.me

## Education

### Northeastern University

*Boston, MA – May 2018*

BS, Computer Science / Interactive Media,  
Ethics minor, summa cum laude. 3.9 GPA

Honors Program with Distinction;

Dean's Scholarship

Marshall Scholarship finalist

### Institut d'études politiques de Paris

*Paris, France – Fall 2016*

Coursework in philosophy, geopolitics,  
sociology; ran design thinking workshop

## Skills

### French (bilingual native)

**JS, HTML, CSS**

**ES6, Sass, D3, Node**

**Python, Django**

**Git**

**Processing**

**Arduino**

**Adobe CC**

## Projects

**Biomimetic art installation that immerses the audience in an underwater ecosystem.** Wired, programmed, molded, knit, painted, sawed, 3D printed components for this capstone project selected for university gallery exhibition

**Polymer app connecting news stories to thematically linked artworks,** using semantic analysis APIs. Awarded Best Web App prize by Google at Hack at Brown

Hack at Brown, 2017, Providence  
CGI University, 2016, Berkeley  
HackDuke 2015, Durham  
Calhacks, 2015, Berkeley  
Hack The North, 2014, Waterloo  
Paypal BattleHack, 2014, Boston

## Experience

### Artmatr, Lead Software Engineer

*New York, NY – December 2018 & ongoing*

Build full-stack robotic painting / printing systems, from C++ firmware to web-based and native UIs (React, Electron, Java), radio signaling, and debugging / testing tools. Review, redesign front-end architecture. Spearhead agile methodologies for engineering team. Assist in art production with painters Barnaby Furnas and Eric Fischl. Iterate over design requirements with clients.

### metaLAB (at) Harvard, Developer Contractor

*Cambridge, MA – Fall 2018*

Built interactive digital / hardware components and developed philosophical content for art installations at festivals in Austria (Ars Electronica), Poland, and the UK (Mozilla Fest), addressing AI and data ethics issues.

### MIT Media Lab, Developer and Designer

*Cambridge, MA – 2017 & ongoing*

2018–, Object-Based Media: develop design tools for provoking and connecting ideas, alongside a creativity researcher. Deploy GCE instance with graph database containing millions of semantic relationships, integrate neural network-based style classification, and build MVC architecture integrated with D3, APIs, Firebase, Jasmine.

2017, Scalable Cooperation: developed and designed web app for understanding emotions and sarcasm with AI, alongside data and social scientists. Built Django back-end integrated with neural network and Twitter. Presented to investors from Panasonic, IBM, and Samsung.

### Northeastern University, Computer Science TA

*Boston, MA – Spring 2016*

Mentored students in a class of 100 on software design paradigms and patterns. Held weekly office hours, graded large Java projects and exams, and improved curriculum.

### Ronik Design, Developer Co-op

*Brooklyn, NY – Spring 2015*

Built and designed apps for clients, from nonprofits to large firms, under tight deadlines. Developed a full-stack web application with React, Redux and Parse, several sites with CMS templating, and small NodeJS and Django apps. Improved internal workflow with contributions to open-source static site generator. Won several web awards.