Max Lever

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

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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
Git
Processing
Arduino
Adobe CC

Projects

Biomimetic art installation that immerses the audience in an underwater ecosystem. Wired, 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

metaLAB (at) Harvard, Developer Contractor

Cambridge, MA – Summer 2018 and ongoing
Build interactive components and develop philosophical content for art installations shown at Ars Electronica in Austria and in Poland. Make web interface, Python servers, and repurpose thermal printers. Conceived by artist Sarah Newman, this work explores the ethical implications of artificial intelligence and the nature of contemporary moral discourse

MIT Media Lab, Developer and Designer

Cambridge, MA – 2017 and ongoing 2018, Object-Based Media: develop interface for a design tool for provoking new ideas and connecting disparate concepts, alongside a creativity researcher. Deploy GCE instance with graph database containing millions of semantic relationships, integrate neural network-based style classification, and build front-end MVC architecture integrated with D3, content APIs, and Firebase backend

2017, Scalable Cooperation: designed interface for understanding emotional content and sarcasm with AI, alongside computer and social scientists. Built Django back-end integrated with a neural network and Twitter. Presented project to investor companies such as Panasonic, IBM, and Samsung. Provided feedback in weekly meetings with MIT and Harvard researchers

IES Abroad Berlin, Graphic Design TA

Berlin, Germany – Summer 2016 Mentored students in a month-long intensive study of design systems, and guided them around the country

Ronik Design, Developer and Designer Co-op

Brooklyn, NY – Spring 2015

Built and designed apps and interfaces for clients, from nonprofits to large firms. Developed on the full stack using Parse, React, NodeJS, Django, and won several web awards; designed and prototyped web pages and components