

MAX LEVINE

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EDUCATION

University of North Carolina at Charlotte

Aug. 2023 – Dec. 2024

- Master of Science in Computer Science, concentrating in Artificial Intelligence, Robotics, and Gaming, 3.70 GPA
- Social Media Manager for Game Developers @ UNCC

University of North Carolina at Asheville

Aug. 2017 – Dec. 2022

- Magna Cum Laude, 3.84 GPA
- Bachelor of Science
 - Major in Computer Science (Systems), with distinction, 3.87 GPA
 - Minor in Mathematics
- Bachelor of Arts
 - Major in New Media (General), with distinction, 3.95 GPA
- Pisgah Scholar and Academic Scholarship

Asheville High School

2012 – 2016

- Graduated with 4.7 GPA (weighted) and distinctions
- ACT composite score: 34 (99th percentile)

WORK / INTERNSHIP EXPERIENCE

Game Developer – self-employed

2010 – Present

- Developed an extensive portfolio of game projects viewable at <https://maxlevinestuff.github.io/>
- Developed games with Scratch, Pico-8, Lua, Game Maker, GML, Java, Processing, Python, Bitsy, Adobe Flash, C#, Unity, Unreal, Ren'Py, and HTML/JavaScript; always learning new environments with an interest in overall programming concepts
- Created educational games on wave interference, trigonometry, software safety, whale hunting, recycling, respiratory diseases
- Winner of the Air Quality IQ contest for educational board game
- Thousands of downloads

Research Intern in Deep Learning – National Science Foundation & University of North Texas

May – July 2022

- Researched alongside Dr. Mark Albert, other interns, TAMS students, and graduate students on applications of deep learning
- Researched using deep learning and TensorFlow to ascertain effectiveness at image classification at each layer of a deep neural network
- Applied deep learning to solve an air battle scenario

Research Intern in Immersive Media Computing – National Science Foundation & Georgia State University

June – July 2021

- Researched alongside Prof. Sheldon Schiffer and other interns on using neural network-driven models to improve facial emotion response and expression of video game characters
- Published paper *Facial Emotion Expression Corpora for Training Game Character Neural Network Models* in the Proceedings of the 17th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - HUCAPP

Research Intern in Secure & Connected Communities – National Science Foundation & Texas State University

June – Aug. 2020

- Researched alongside Dr. Mina Guirguis and other interns on applying game theory to the security of cyber physical systems
- Developed scientific computing systems in Python and JavaScript

- Created a web game to compare a person's strategic thinking with the game-theoretic optimal strategy
- Produced research presentations, poster, and paper

**Research Intern in Software Safety & Reliability – National Science Foundation
& University of Texas at Dallas**

May – July 2019

- Researched alongside Dr. Eric Wong on software safety and reliability
- Worked with a team to research safety critical software methodologies and their applications to general-purpose development
- Conducted interviews and surveys with software developers
- Worked with a team to develop, test, iterate, and deploy an educational game about software safety, using safety-critical development methods
- Completed a research paper and gave a presentation reporting on all of our findings

Programming Intern – UNC Asheville

Aug – Nov 2020

- Worked with Dr. Adam Whitley and other intern artists and programmers on developing a procedurally generated metroidvania platform game
- Used GitHub to collaborate coding a game with Java, C#, and Unity

**Editor Intern – Headwaters Creative Arts Magazine
at UNC-Asheville**

2017 – 2018

- Edited and judged art, fiction, and poetry submissions
- Collaborated on the magazine's layout in Adobe InDesign

Steward – Ruth's Chris Steakhouse

May – September 2018

- Reliably kept steakhouse serving equipment and kitchen clean in Asheville's Historic Biltmore Village

Photography Editor – Angela Stott Photography

2014

- Retouched, processed, and culled photos using Adobe Photoshop and Lightroom

Volunteer – MANNA Food Bank, Brother Wolf, Feed the Need

- Performed service work by packaging food, walking dogs, gardening with special needs children

AWARDS & ACADEMIC DISTINCTIONS

<i>Thomas Wolfe Award for Best in Fiction at UNC-Asheville</i>	2019
<i>UNCA Chancellor's List</i>	Spring 2019, Spring 2020, Spring/Fall 2021, Spring 2022
<i>UNCA Dean's List</i>	Spring 2018 – Fall 2022
<i>UNCA Distinction in New Media</i>	December 2022
<i>UNCA Distinction in Computer Science</i>	December 2022
<i>Association for Computing Machinery, UNCA Student Chapter</i>	Nov 2020 – 2022
<i>Omicron Delta Kappa Honor Society</i>	May 2020 – Present
High school honors including <i>National Society of High School Scholars</i> , <i>Academically and Intellectually Gifted (AIG)</i> , <i>National Honor Society</i> , <i>Math Honor Society</i> , <i>AP Scholar Award</i> , <i>Academic Excellence Award</i> , numerous regional <i>Science Olympiad</i> medals, <i>The American Adventure Service Corps (TAASC)</i>	

COMPUTER SKILLS

Java, Processing, C++, C, Linux, Lua, Arduino, Python, HTML, CSS, PHP, JavaScript, Bootstrap, WebGL, OpenGL, TensorFlow, Blender/FaceBuilder, FaceReader, Scratch, Game Maker, GML, C#, Unity, Unreal, Ren'Py, Adobe (Photoshop, Illustrator, After Effects, Premiere, Flash), LaTeX, Scrivener, FL Studio, Mathematica, EbSynth, Pico-8, Git/Github, Bitsy, OpenMP, MPI, CUDA

Peruse samples of my code at <https://github.com/maxlevinestuff?tab=repositories>.

INTERESTS

Comedic Performance Improv, Bikram/Hot Yoga, Piano, Tennis, Reading, Writing, Music, Art