Max Luzuriaga

Software Engineer

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EXPERIENCE

Google *Software Engineering Intern*

New York, NY • Summer 2016

Worked on the Material Design team developing iOS components used in over 50 of Google's public and internal apps, including Drive, Photos, and YouTube Music. Added features to the Slider component, bringing it in line with Google's Material Design specification.

50onRed *Software Engineering Intern*

Philadelphia, PA • Summer 2015

Developed internal tool to track the results of ongoing advertisement A/B tests and added new performance tracking features to dashboards for client advertisers. Worked primarily in Python, with the Flask web framework.

ACTIVITIES AND LEADERSHIP

Hack@Brown

Co-Director, May 2016–Present
Dev Team Co-Lead, May 2015–May 2016

Lead a team of 45 students to organize Brown's annual hackathon, for over 400 participants from across the country. Previously led team of five developers writing the software for the event, including website for registration, algorithm to admit students, and day-of website.

Brown Computer Science *Teaching Assistant*

CS33: Introduction to Computer Systems, Fall 2016
CS132: Creating Moderm Web Apps, Spring 2016

Create course materials, grade student assignments, hold office hours for students to help with the material, and provide guidance to groups working on final projects.

PROJECTS

PuddleStore

May 2016

Designed and developed a distributed fault-tolerant file system for CS138: Distributed Systems. Based on the OceanStore project, it uses Tapestry to store data blocks and the Raft consensus algorithm to commit changes to the file system. Written in Go, in a group of three students.

Grubadub

May 2015

Developed a web app to help users finds places to eat on road trips. Worked in a team of four as a final class project for CS32: Software Engineering. Used Java with the Google Maps and Yelp APIs on backend, and Backbone.js on frontend.

EDUCATION

Brown University

Sc.B. Computer Science
Providence, RI — May 2018 (Expected)

Algorithms, Distributed Systems, AI, Natural Language Processing, Computer Systems

SKILLS

iOS Development, Google Cloud, Web Development, NumPy, MySQL, Git, Bash

LANGUAGES

Python, C, Objective-C, Swift, Go, Java, Javascript, HTML, CSS