Max Luzuriaga

Software Engineer

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EXPERIENCE

Facebook *Software Engineering Intern*
Menlo Park, CA · Summer 2017
Worked on Facebook's networking toolchain as part of the Network Systems team. Improved availability, reliability, and performance of circuit management tools, including 10x speed ups for circuit operations, streamlining workflow for all network engineers at Facebook.

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.

Brown Computer Science *Teaching Assistant*
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. TAed for:
- CS138: Distributed Computer Systems, *Spring 2017*
- CS33: Introduction to Computer Systems, *Fall 2016*
- CS132: Creating Moderm Web Apps, *Spring 2016*

PROJECTS

Weenix
Spring 2017
Implemented a unix-based operating system in C, in a semester-long project for Brown's Operating Systems class. Features include process/thread scheduling, terminal and hard disk drivers, virtual file system support, s5fs disk-based file system, and virtual memory.

PuddleStore
Spring 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.

EDUCATION

Brown University
Sc.B. Computer Science
Providence, RI — May 2018 (Expected)
Algorithms, Operating Systems, Distributed Systems, AI, Natural Language Processing

SKILLS

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

LANGUAGES

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

LEADERSHIP

Hack@Brown *Co-Director*
Led a team of 49 students to organize Brown's annual hackathon and host student-run workshops. Worked to improve diversity of hackathon attendees, and focus on first-time hackers.