

Max Luzuriaga

Software Engineer

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EXPERIENCE

Google *Software Engineering Intern*

NEW YORK, NY • SUMMER 2016

Will work as part of the Material Design team, developing material design components for Google's many iOS apps.

Brown Computer Science *Teaching Assistant*

PROVIDENCE, RI • SPRING 2016

TA'd CS132: Creating Modern Web Apps. Helped create course materials, graded student assignments, held office hours to help students with the material, and provided guidance to groups working on final projects.

Hack@Brown *Development Team Co-Lead*

MAY 2015–MAY 2016

Led team of five developers in writing the software used to facilitate Brown's annual student hackathon. Developed website for students to register for the event, the algorithm used to admit students, and various internal tools for the Hack@Brown team.

50onRed *Software Engineering Intern*

PHILADELPHIA, PA • SUMMER 2015

Developed internal tools and added new features to two dashboards for advertising publishers. Worked primarily in Python, with the Flask web framework.

PROJECTS

PuddleStore

APRIL–MAY 2015 (CLASS PROJECT)

Distributed fault-tolerant file system designed and implemented for a Distributed Systems course. 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.

ValueBot — 50onred.github.io/ValueBot

JULY 2015

Slack extension written for use at 50onRed and then open-sourced, to allow team members to commend each other for doing a good job. Written in Python using the Slack Bot API, and currently in use in 50onRed's Slack organization of 77 members.

Grubadub — grubadub.herokuapp.com

MARCH–MAY 2015 (CLASS PROJECT)

Web app to help users find places to eat on road trips. Developed in a team of four as a final class project. Used Java with the Google Maps and Yelp APIs on backend, and Backbone.js on frontend.

EDUCATION

Brown University

Providence, RI

Sc.B. Computer Science

Graduation: May 2018

Algorithms and Data Structures, Computer Systems, Distributed Systems, Artificial Intelligence, Natural Language Processing.

SKILLS

Languages

Python

Ruby

Java

PHP

C

Objective-C

Go

Javascript

HTML/CSS

Technologies

Git

MySQL

Flask

Node.js

jQuery

Backbone.js

iOS Development

Google App Engine