

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

I lead a team of 45 students to organize Brown's annual student 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 Modern Web Apps, Spring 2016

Created course materials, graded student assignments, held office hours for students to help with the material, and provided guidance to groups working on final projects.

PROJECTS

PuddleStore

April–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 — grubadub.herokuapp.com

March–May 2015

Developed a web app to help users find 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

Providence, RI

Sc.B. Computer Science

Graduation: May 2018

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

SKILLS

Computer Systems

Git

MySQL

iOS Development

Web Development

Google App Engine

LANGUAGES

Python

C

Objective-C

Swift

Go

Java

Javascript