

# Max Nelson

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## Employment

### Software Engineer, Google (Current)

- Developer on Daydream (C++ AR game engine backend, Java Android app frontend)

### Software Engineer, Microsoft (2016-2018)

- Developer for Microsoft Dynamics 365 for Retail (C# backend built on top of Azure Service Fabric framework)

### Independent Game Developer, Applepine Games (2015 -2016)

- Cofounder of Applepine Games with brother. Developer of Inklings, released October 2016. Featured on Apple App Store and Steam. Responsibilities include C++ game development (cocos2d-x engine), art and audio design, and marketing

### Freelance Software Engineer (2012 to 2015)

- **NASA/Caltech's Jet Propulsion Laboratory** - Node.js server development and C++ graphics engine development for NASA's Eyes on Curiosity product
- **chatango.com** - Full web stack development, including Google Closure front-end and Python's Twisted backend
- **canyourecall.com** - PHP's Slim framework back-end prototyping for site's redesign

### Intern, VMWare (2011)

## Education

### Massachusetts Institute of Technology (MIT) (2008 to 2013)

- Master of Engineering and Bachelor Degrees in Computer Science and Engineering (Course 6-3), GPA - 4.8 (on a 5.0 scale)
- MEng Thesis - A new parallel algorithm for the Boolean satisfiability problem (k-SAT), under the supervision of Prof. Armando Solar-Lezama

## Fun Projects

### MIT Battlecode (AI Competition)

- Five time participant, highest finish 5th place (of over 1000 teams)

## Languages

C++, C, Python, Java, C#, Scheme, PHP, JavaScript