Max Ortner

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Franklin, TN

OVERVIEW

Although I anticipate graduating in December 2023, I am seeking to align myself with organizations in my area that are making a difference in our community. I hope to grow my programming and project management skills to contribute to the organizations overall goal.

WORK EXPERIENCE

Math & Physics Tutor, Jan 2020 - Present
Belmont University - Nashville, TN
Tutored many different students on math and physics topics. This includes personal tutoring as well as through the learning center present at my university.

- Advanced curriculum for tutoring through course modification to align with changing topics
- Maintained service excellence standards for Belmont community
- Tutored students across all grades for Math and Physics
- Practiced proactive relationship management to ensure satisfaction and course promotion
- Available for personal tutoring engagements for Belmont students through grass roots referrals
- Created a “Train the Tutor” course for incoming Belmont tutor candidates

Certified Restaurant Supervisor, May 2021 – Nov 2022
Red Lobster - Franklin, TN
Managed the staff and daily activities, which included tasks like making sure everyone was working well together and managing the restaurant's daily cash intake.

- Open/Close of business
- Train/Mentor new staff and promotions
- Ensure inventory and par for daily menu
- Coach team members on service and performance
- Actively engaged with customers to ensure satisfaction

EDUCATION

Belmont University, Math & Physics Double Major
Achieved 3.79 GPA and have participated in over 2 years of research. My intended graduation is Dec, 2023. I have enjoyed strengthening my problem solving techniques and approach through exploring Belmont’s curriculum where I could utilize my effective communication and planning skills.

PERSONAL LEARNING & PROJECTS / INTERESTS

Graphics Engine Programming
I have pursued graphics and graphics engine programming on a personal level for many years. Specifically implementing and developing high performance systems in C++ in an easy-to-use and coherent method.
Goal for this effort: Establish a new high water mark for processing benchmarks.

Graphics API Development
This project is focused on creating a robust graphics API and a new and efficient overhead engine API all written in C++. This project is currently in its early stages, but it already supports many different features.
Goal for this effort: Design a more user friendly API to empower a broader user base.

3D Rendering: Simple Graphics (and) Audio Library (SGAL)
Inspired by the framework API of SFML, this project wishes to bring clean and minimal overhead API functionality to the rendering of 3D scenes. This includes access functionality to generating vertex arrays using multiple threads. It does not require any dependencies (all window handling is handled inside of SGAL).
Goal for this effort: Introduce a new light-weight graphics processing architecture to 3D graphics rendering.

TECHNICAL PROFICIENCIES

C++, Python, C, C#, OpenGL, Vulkan, Windows, Linux, CMake, Visual Studio, Git, GitHub, Rust, ASP.NET, Julie, AWS and other Cloud services.