

# MAX PROSKE

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## SUMMARY

Team Lead and Full Stack Web Developer with a keen interest in building blazing fast web applications in Next.js and React from start to finish. Strong leadership background at a full-service marketing agency ranked in the Top 100 fastest-growing companies in BC in 2019, 2020 & 2021.

## KEY SKILLS PROFILE

### Core Skills Complement:

- Strong understanding of hybrid static and server-side rendering frameworks
- Experienced in configuring Docker microservices, load balancers, and managed databases
- Skilled at writing concise documentation and estimates
- Fluent translating between developer and business speak, written and verbal
- Project management tool power user

### Personal Skills:

- Self-motivated team player with strong communication and interpersonal skills
- Capable, confident and personable demeanour
- Eager to quickly and continuously learn and grow

## EDUCATION

2013 – 2018	<b>Bachelor of Science, Interactive Systems</b>	Simon Fraser University	<i>Burnaby, BC</i>
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## EMPLOYMENT HISTORY

2021 – Present	<b>Development Team Lead</b>	SIX12 Creative	<i>New Westminster, BC</i>
	<ul style="list-style-type: none"><li>• Led the development of over 40 major gamification projects, aimed at driving foot traffic to brick and mortar convenience store locations across North America</li><li>• Onboarded and mentored high-potential developers with extremely low turnover</li></ul>		
2016 – 2021	<b>Full Stack Web Developer</b>	SIX12 Creative	<i>New Westminster, BC</i>
	<ul style="list-style-type: none"><li>• Built robust and secure REST APIs for high volume shortcode services (100,000 SMS/day)</li><li>• Responsible for upholding information security policies, remediated third-party pen testing</li><li>• Championed new frameworks and tools that significantly improved internal workflows</li></ul>		
2012 – Present	<b>Administrator, Open Source Maintainer</b>	Flash Flash Revolution	<i>flashflashrevolution.com</i>
	<ul style="list-style-type: none"><li>• Leadership of an online multiplayer game with 1,000 daily active players</li><li>• Continuously developing site and game features to improve overall user experience</li><li>• Review pull requests and build releases for the open source game engine</li></ul>		
2016	<b>Undergraduate Research Assistant</b>	iVizLab	<i>Surrey, BC</i>
	<ul style="list-style-type: none"><li>• Improved the emotional realism of a deep learning painterly rendering system</li><li>• Built a web app which saved a database of deep learning models recipes and allowed for backwards compatibility</li></ul>		
2013 – 2014	<b>First Year Computing Science Representative</b>	Simon Fraser University	<i>Burnaby, BC</i>
	<ul style="list-style-type: none"><li>• Engaged the first year student body and hosted social events throughout the year</li><li>• Represented the interests of computing science majors to council</li></ul>		
2008 – 2011	<b>Programming Camp Instructor</b>	Young Technology	<i>Langley, BC</i>
	<ul style="list-style-type: none"><li>• Instructed elementary students in game scripting and animation using Adobe Flash</li></ul>		