

# MAX ROHRER

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Self-motivated, great communication skills, and a strong understanding of web development. Looking to work on a creative and fast-paced team to contribute to software solutions.

## TECHNICAL SKILLS

**Languages:** C#, SQL, Python, JavaScript, Java, HTML, CSS  
**Frameworks:** AngularJS, ASP.NET, Bootstrap, Django, Express, Flask, MWF, React  
**Databases:** MySQL/MariaDB, SQLite, PostgreSQL, MongoDB, ERDs  
**Other:** Agile Development, AJAX, Azure, Bash, Dapper, Entity, Git, Jira, JSON, jQuery, Linux/Unix, OOP, node.js, Pair Programming, RESTful APIs, SSH, VIM

## EDUCATION

**University of Phoenix** BSIT/Software Engineering **Tempe, AZ 2014**  
**Coding Dojo** Software Development (Python, C# ASP.NET Core, MEAN) **Seattle, WA 2017**

## EXPERIENCE

**HCL Technologies, Software Engineer** **Redmond, WA** (2017 – Present)

- Work on teams both locally and internationally to deliver top tier software solutions to clients.
- Contribute to production level projects for top tier tech companies.

**Recursive Thinking, Mentor** **Seattle, WA** (2016 – Present)

- Mentor future software developers in data structures, OOP, and coding best practices.
- Perform mock technical interviews to help developers prepare for interviews.

**Coding Dojo, Web Developer Trainee** **Bellevue, WA** (2016 – 2017)

- Completed a 1000+ hour project based training program in web development.
- Learned a new full web development stack each month during the process.
- At the end of each month developed a fully functional website from scratch with data validation, RESTful routing, user interaction, and a persistent database based off a given wireframe and list of features required.
- Stacks learned:
  - C#, ASP.Net Core, Dapper, Entity, LINQ, MySQL
  - Python, Django, SQLite
  - JavaScript, AngularJS, node.js, Express, MongoDB (M.E.A.N.)
- Completed multiple projects that made use of backend APIs, third party APIs such as Leaflet and GitHub, and normalized MySQL/MariaDB databases in each language.

**2K Games, Software QA Tester** **Las Vegas, NV** (2014 – 2016)

- Researched, documented, and checked regressive issues in connectivity and gameplay for AAA titles.
- Consistently found important bugs that if not fixed could impede title sales and end user enjoyment.
- Maintained a high percentage of valid bugs while remaining in the top percentage for bugs found per team.

**Tested titles include:** Borderlands: The Pre Sequel, NBA 2K15, WWE 2K15, Evolve, NBA 2K16, Battleborn, NBA2K17, NBA 2KVR Experience.

**Agere Pharmaceuticals, Internal Wiki Developer/Lab Tech** **Bend, OR** (2009 – 2014)

- Designed and implemented an internal wiki to be used for employee training and trained key personnel on maintenance.
- Designed, developed, and implemented a safe gas line for use with lab equipment and assisted with research.