# Max Rosenberg

# Software Engineer

## Relevant Experience

2022 - Software Engineer - Risk Management, LibreMax LLC, New York.

- Present o Developing internal trading software using React for front end tools and Flask for back end services
  - 2021 **Software Engineer**, *YibanChen*, Remote.

Lead Javascript developer for YibanChen, a startup creating blockchain-based decentralized infrastructure such as a fully decentralized e-mail service and site-hosting platform

- o Responsibilities included designing and building YibanChen's web interface using React, writing back end services running on NodeJS, integrating our services IPFS integration, authoring comprehensive documentation, and creating clean unit/integration tests using Enzyme, Mocha, and Selenium
- o Developed services to allow interoperability with a wide variety of other blockchains in the Polkadot network
- Secured funding from the Web3 Foundation and offers from Venture Capital firms valuing the company at over \$1,000,000
- 2021 Full Stack Web Development Intern, TableAgent, Remote.

Completed a variety of development projects for TableAgent, a web service offering restaurants a reservation booking and management system

- o Developed a public API for POS companies and other parties to utilize TableAgent's reservation system, created with Django and Django REST Framework
- o Created an embeddable customizable reservation form using Vue for restaurants to allow customers to book reservations using TableAgent via the restaurant's website

### Education

2016–2020 B.A. Computer Science, Reed College, Portland, OR.

#### Thesis

Title Odd One Out: Learning Taxonomic Embeddings from WordNet

Description Developed and trained a neural network model to solve Odd One Out puzzles, achieving greater than 95% accuracy over a 36,000 word taxonomy. The experiment demonstrated that word vectors are capable of encoding taxonomic information without learning any other semantic or syntactic properties of the words and phrases they represent. Code publicly available on Github