Max Sherman

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Motivated Computer Science graduate with a passion for software development and with a year of experience in product engineering. Throughout an industrial placement with Jaguar Land Rover, I've improved my skills in software development, testing, and project management. Known for a proactive approach, I was promoted to a leadership role within 6 months of starting my placement. Proven ability to adapt quickly to new environments and circumstances.

Education

University of Brighton, Bachelor with Honours in Computer Science – UK   September 2021 – May 2025

- GPA: 80
- **Coursework:** Algorithms, Artificial Intelligence, Cyber Security, Data Mining, Data Structures, Functional Programming, Mobile Application Development, Object Oriented Programming, Usability Evaluation, Web Development

Stedelijk Gymnasium Nijmegen, VWO Gymnasium in Applied Sciences – NL   August 2015 – June 2021

- GPA: 74
- **Coursework:** Advanced Mathematics, Advanced Physics, Ancient Greek, Art History, Biology, Chemistry, Computer Science, Dutch, English

Experience

Various hospitality roles, Various companies – NL & UK   July 2021 – Present

- Worked in high-pressure, fast-paced environments, delivering excellent service while managing time-sensitive tasks during high-profile events such as the Dutch Grand Prix and Royal Ascot
- Adapted quickly to different job roles and responsibilities, managing small teams and independently overseeing venue operations, including opening and closing restaurants
- Enhanced interpersonal and communication skills by interacting with a wide range of clients and colleagues, consistently receiving 5-star ratings for performance

Software Undergraduate Placement, Jaguar Land Rover – UK   July 2023 – July 2024

- Developed and optimised Simulink models for various control systems, which led to an increase of over 60% in efficiency and maintainability
- Collaborated with cross-functional teams and suppliers to resolve technical issues, supporting the whole defect resolution pipeline
- Promoted to Function Owner within 6 months. Managed a small team, overseeing the development and testing of AUTOSAR compliant Simulink models, and acted as the main point of contact between internal and external stakeholders
- Utilised MIL, SIL and HIL testing methods, identifying and resolving software bugs early in the development cycle
- Regularly used industry-standard tools such as MatLab, GitLab, JIRA, and AUTOSAR, ensuring seamless integration of software components and maintaining project timelines

Extracurricular

Software Development Project Manager, DRIVEN – UK   July 2023 – July 2024

- Managed a small team of engineers and developers to design, develop, and manufacture a fully functional race car as part of an early career's initiative at Jaguar Land Rover
- Managed the project lifecycle, from design to manufacturing, demonstrating leadership, time management, and strategic problem-solving
- Received two "DRIVEN Amped-Up" awards for exceptional leadership and dedication, recognizing my proactive

approach and commitment to the project

- Played an integral role in the car's software and hardware integration, leading software development and testing activities using VSCode, PlatformIO, JIRA, and GitLab

Captain and Welfare Officer, University of Brighton Men's Hockey team – UK   September 2021 – April 2025

- Served as team captain, leading strategy, team organization, and match-day decisions, encouraging collaboration and motivating the team
- Supported the well-being of over 20 team members, ensuring effective communication and team cohesion
- Led the team to a successful season, contributing to the "Club Colours" award in 2025 and the "Team of the Year" award in 2023 through strong leadership and collaboration

End of year project, Vectioneer – NL   September 2020

- Designed and built a Hexacopter from scratch with a colleague, handling both hardware assembly and software programming
- Documented the entire process and worked efficiently under tight deadlines, improving technical and teamwork skills

Hockey clinics, UNION Hockey Club – NL   April 2019

- Delivered introductory hockey clinics to children, developing leadership, organization, and communication skills in a coaching environment

Projects

Website for CWD Consulting   github.com/maxsherman1/cwd-consulting

- React and Next.js based website for CWD Consulting, offering an overview of their services and research.
- Responsive and modern website design, including dynamic components and contact forms.
- Tools Used: React, Next.js, Tailwind CSS

F1 Data Analysis Tool   github.com/maxsherman1/f1-data-analysis-tool

- Web-based tool that combines data visualisation with statistical analysis on Formula 1 data
- Final year project for the University of Brighton. Report: 85, presentation: 95.
- Tools Used: Python, Git, PyCharm, GitHub

Skills

- Languages: Python, Java, C, C++, HTML, CSS, JavaScript, SQL, LaTeX
- Technologies: MatLab, Simulink, Git, JIRA, Office
- Testing: Unit, Integration, System, Black Box, White Box, MIL, SIL, PIL and HIL
- Strong adaptability and quick learning
- Academic and technical writing skills
- A solid understanding of Mathematics

- Experience with following international standards such as ISO 26262
- Experience with Agile methodology
- Ability to interpret and analyse data
- Comprehension of legal and ethical matters
- Fluent in Dutch and English, currently learning German

Interests

Hockey, fitness, cooking and music (pianist) – all activities that require dedication, focus, and a team-oriented mindset.

References available upon request