# Max Sherman

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#### Welcome to RenderCV!

RenderCV is a LaTeX-based CV/resume version-control and maintenance app. It allows you to create a high-quality CV or resume as a PDF file from a YAML file, with **Markdown syntax support** and **complete control over the LaTeX code**.

The boilerplate content was inspired by Gayle McDowell.

# **Quick Guide**

- Each section title is arbitrary and each section contains a list of entries.
- There are 7 unique entry types: *BulletEntry*, *TextEntry*, *EducationEntry*, *ExperienceEntry*, *NormalEntry*, *PublicationEntry*, and *OneLineEntry*.
- Select a section title, pick an entry type, and start writing your section!
- Here, you can find a comprehensive user guide for RenderCV.

# **Education**

# University of Pennsylvania, BS in Computer Science

Sept 2000 - May 2005

- GPA: 3.9/4.0 (a link to somewhere)
- Coursework: Computer Architecture, Comparison of Learning Algorithms, Computational Theory

# **Experience**

# Software Engineer, Apple - Cupertino, CA

June 2005 - Aug 2007

- Reduced time to render user buddy lists by 75% by implementing a prediction algorithm
- Integrated iChat with Spotlight Search by creating a tool to extract metadata from saved chat transcripts and provide metadata to a system-wide search database
- Redesigned chat file format and implemented backward compatibility for search

# Software Engineer Intern, Microsoft - Redmond, WA

June 2003 – Aug 2003

- Designed a UI for the VS open file switcher (Ctrl-Tab) and extended it to tool windows
- Created a service to provide gradient across VS and VS add-ins, optimizing its performance via caching
- Built an app to compute the similarity of all methods in a codebase, reducing the time from  $\mathcal{O}(n^2)$  to  $\mathcal{O}(n \log n)$
- Created a test case generation tool that creates random XML docs from XML Schema
- Automated the extraction and processing of large datasets from legacy systems using SQL and Perl scripts

#### **Publications**

# 3D Finite Element Analysis of No-Insulation Coils

Jan 2004

Frodo Baggins, John Doe, Samwise Gamgee

10.1109/TASC.2023.3340648

# **Projects**

### **Multi-User Drawing Tool**

github.com/name/repo

- Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized
- Tools Used: C++, MFC

#### **Synchronized Desktop Calendar**

github.com/name/repo

• Developed a desktop calendar with globally shared and synchronized calendars, allowing users to schedule

meetings with other users

• Tools Used: C#, .NET, SQL, XML

# **Custom Operating System**

2002

• Built a UNIX-style OS with a scheduler, file system, text editor, and calculator

• Tools Used: C

# **Technologies**

Languages: C++, C, Java, Objective-C, C#, SQL, JavaScript

Technologies: .NET, Microsoft SQL Server, XCode, Interface Builder