

# Max Takano

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## EDUCATION

### University of California, San Diego

- B.S. in Computer Science, Major GPA: 3.500
- Expected Graduation Date: December 2015

## JOB EXPERIENCE

June 2013 —  
August 2013

### ServiceNow Engineering Intern, ServiceNow – La Jolla, CA

- Implemented legal signature tracking for all ServiceNow users.
- Introduced regression testing to multiple mature ServiceNow integrations that had zero test coverage.

June 2014 —  
Sept. 2014

### Production Engineering Intern, Sony Network Entertainment – San Diego, CA

- Integrated with ExtraHop to provide faster network monitoring for the SNEI platform and to associate SNEI's architecture to customer experiences.
- Built a website to display ExtraHop's important data on one page instead of ten. Deployed the website to a production server.

Sept. 2014 —  
Dec. 2015

### Computer Graphics Tutor, University of California, San Diego — La Jolla, CA

- UCSD CSE department tutor for the class CSE 167. The class is taught by Jürgen Schulze, and is an upper division computer graphics course.

## FAVORITE PROJECTS & AWARDS

March 2014 —  
June 2014

### Ray Tracing Engine

- Implemented a ray tracing engine in c++
- Features include: spatial data structures, dialectics, Ashikhmin materials, anti-aliasing, Path Tracing, and volumetric rendering

July 2014

### 1st Place — SNEI Intern Hackathon

- (best of 18 teams): Led a team of six to victory creating a global market customization solution that spans 60 countries to reduce operating and opportunity costs by \$1.5M.

Sept. 2014 —  
Dec. 2015

### Galactic Space Race

- Real-time online multiplayer racing game written in swift with procedurally generated obstacles and power ups
- Team leader of this first place project in the CSE 190 Mobile programming class.

July 2014 —  
Present

### Deep White - <http://maxtakano.com/DeepWhite/index.html>

- Android, iOS, and Web Go app written with Cocos2d-js.
- Fully functional rules and multiple board sizes.

October 2014

### Boulder Block - [itunes.apple.com/us/app/boulder-block/id931733251?mt=8](https://itunes.apple.com/us/app/boulder-block/id931733251?mt=8)

- Created a skill based rock blocking iPhone game.
- Written in swift using sprite kit.
- Connects with game center to provide a global leaderboard.

## LANGUAGES

- Python (advanced)
- Objective-C (highly proficient)
- Swift (highly proficient)
- C++ (highly proficient)
- Java (proficient)
- JavaScript (proficient)
- Ocaml (some experience)

## SKILLS

- Cocos2d-swift
- Cocos2d-x
- Cocos2d-js
- Visual Studio
- Xcode
- Sprite Kit