

Max Takano

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EDUCATION

University of California, San Diego

- B.S. in Computer Science, Major GPA: 3.347
- 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 —
Present

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, 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

1st Place — SNEI/UXTC Employee Hackathon

- (best of 4 teams): Won by implementing "Big Picture" an application that allows people at an event to share photos exclusively with other people who were at the event.

July 2014 —
October 2014

Tower Defense Engine

- Implemented in objective-C using the cocos-2d game library.
- Implemented a selection system and complex tower types including an N-target tower type.

October 2014

Boulder Block

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

COURSES

- Rendering
- Algorithms
- Theory of Computation
- 3D Computer Graphics
- Advanced Data Structures
- Software Engineering

LANGUAGES

- Python (advanced)
- C++ (highly proficient)
- Swift (highly proficient)
- Objective-C (highly proficient)
- Java (proficient)
- HTML/CSS (proficient)
- Perl (prior experience)
- JavaScript (prior experience)