Max McCulloch

1800 parkwood ave · Richmond, VA 23220 · (757)779-1986 · mccullochme@vcu.edu
LinkedIn https://www.linkedin.com/in/mccullochme/ · GitHub https://github.com/mccullochme

Education

Virginia Commonwealth University Minor: Mathematics

Graduation: May/2022 GPA: 3.535

Major: BS Computer Science Concentration: Software Engineering

Skills

HTML | JS | CSS Maya Flask

Python | Tkinter Unity 2-D & 3-D Android Studio
Java | JavaFX FIGMA & Adobe XD PyGame
C++ | C# | C Docker SQL

Work Experience

iDTech, Summer Online Private Instructor, May2021-Current,

- Conducted 70+ 1 hour lessons
- Taught a total of 20 different students throughout the world between ages 6-17
- Created 15 projects in JavaScript, Python, Java, C++, C#, and Scratch

Manager, Qdoba, Richmond VA, Dec/2020-Current

Manage team members and serve quality food to 300+ people a day

Academic Projects

ADHD VR, VIP Course, | UNITY 3D | Maya | C# | Jan/2022 - current,

- Research project working with 12 students and 2 VCU professors
- Wearing the Varjo VR headset we simulate a real study session to make studying with ADHD easier

Bullet-Proof Material Testing Application, Programmer, Sept/2021-Current

- Application written in python, that calculates data of a shot on bullet-proof material
- SQL gueries save shots and its data using MySQL.

Putt_Points, Design & Imp. UI & UX, Jan/2021 - current, https://github.com/Kitty124/minigolfapp

- Analyzed with 10 design heuristics, Putt Points is a UI & UX friendly mini golf scoring app
- Committed 1700+ lines of code through the semester

Virtual_Anderson, Kinetic Imaging, Jan/2020 – June/2020 - https://virtual-anderson.itch.io/vcuvirtualanderson2020

- Modeled a Virtual Art Exhibit using Unity 3-D and C# scripting.
- Scripted 5+ interactions for all 10 exhibits with unique effects

Personal Projects

FLICKR, C# | UNITY 3D | Maya | , Dec/2021 - Current,

- Modeled 5+ light posts for the main aspect of the game
- Programmed in C# 5+ unique interactions for each light post

CompSciMax, HTML | JS | CSS, Sept2021 – Current, mccullochme/compSciMax (github.com)

- Developing a website to teach all ages, 5 programming languages, Java, JavaScript, Python, C++, C#
- Allowing students to interact with all 5 languages to give a greater understanding

U-Paint, HTML | JS | CSS, August2021 - Current, https://github.com/mccullochme/uPaint

- Working on a dynamic 8x8 1440x1440 pixel art website
- Controlling all 9 possible colors with hotkeys 1-9

Student Organizations/Activities

Treasurer, VCU Men's Club Volleyball A, Aug/2019-Spring2020

Competed in 10+ tournaments across VA, and fundraised with VCU Chipotle

Volunteer at VCU STEAM night, Patrick Copeland Elementary School, March 21st 2019

Assisted 20 students to build a catapult following very simple steps