

Max McCulloch

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LinkedIn <https://www.linkedin.com/in/mccullochme/> · GitHub <https://github.com/mccullochme>
Portfolio : [MaxMcCulloch \(maxmcculloch.netlify.app\)](https://maxmcculloch.netlify.app)

Education

Virginia Commonwealth University
Graduation: May/2022
Major : BS Computer Science

Minor: Mathematics
GPA: 3.535
Concentration : Software Engineering

Skills

HTML JS CSS	C++ C# C	FIGMA & Adobe XD	Android Studio
Python Tkinter	Maya	Bootstrap	PyGame
Java JavaFX	Unity 2-D & 3-D	Flask / Docker	SQL

Work Experience

iDTech, Summer Online Private Instructor, May2021-Current,

- Conducted 70+ 1 hour lessons for 20 different students throughout the world (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 queries 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 \(github.com\)](https://mccullochme.github.io/compSciMax)

- 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