

# MAX LEDERMAN

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## EDUCATION

### University of Chicago

Chicago, Illinois

*Bachelor of Science in Computer Science, Minor in History*

Jun. 2024

- **Relevant Coursework:** Mathematical Foundations of Machine Learning, Data Science for Computer Scientists, Introduction to Robotics, Type Theory, Functional Programming, Programming Languages, Theory of Algorithms, Advanced Algorithms, Introduction to Computer Systems, Computational Life, Calculus I and II, Introduction to Computer Science I and II, Mechanics, Electricity and Magnetism

### Lycee Francais de San Francisco

San Francisco, California

*Dual Degree: High School Diploma & French Baccalaureate*

Jun. 2024

Science Track with International Bac Option (honors History and English)

### University of California at Santa Cruz

Santa Cruz, California

*Cosmos Computer Networking and Robotics*

Summer 2020

- College-level course in computer networking and robotics. Coded a robot with touch and light sensors to escape from complex randomized mazes.

## WORK & LEADERSHIP EXPERIENCE

### NextGen Growth Partners

Chicago, Illinois

*Data Science Intern*

Jun. - Aug. 2023

- Cleaned CRM using Alteryx and merged its information with data on company PPP loans, increasing the accuracy of the CRM of potential companies to be acquired.
- Built algorithm to rank these companies on 10 metrics, including company size, location, and ownership type.
- Wrote Python web scraping scripts to gather additional information on companies in the CRM and to properly sort companies that were previously missing information into the proper industry groups, so as to better rank them depending on acquisition preference. Scripts sorted 90% of the 150K companies in the CRM, including improving on the 40% that had previously been sorted.

### ID Tech

San Francisco, California

*Instructor*

Jun. - Aug. 2022

- Taught 8 high school students to create a game in Virtual Reality through Oculus using Unity, with world building skills and how to code elements that could interact with each other, such as shooting bullets and objects move relative to the player.
- Taught 12 middle schoolers in Lua through Roblox, showing them how to have a player interact with its environment through powerups, such as temporarily making a player faster.

### UChicago Game Design

Chicago, Illinois

*Programmer and designer*

Sep. 2020 - Jun. 2022

- Developer for Boss Battle Game, a game intended to only have the final battle.
- Coded and designed in C# randomly spawning healing pads and continually shooting lasers with projectiles intended to harm the playable character.

### Rickert House Council

Chicago, Illinois

*Intramural Representative*

Oct. 2021 – Jun. 2022

- Led Rickert house intramurals, helping to manage the house budget, along with creating house culture and bonding, which built a more inclusive and welcoming environment for incoming students.

## SKILLS

**Languages:** Fluent in English and French; Conversational Proficiency in Spanish

**Technical Skills:** Python, C, C#, x86 Assembly language, SQL, Haskell, Racket, SML, Arduino, HTML, Alteryx, Excel, Kicad