

MAX GINSBERG

mnginsbe@usc.edu | (310) 339 9837 | Personal Website: <https://mginsy.github.io/>

EDUCATION

University of Southern California, *Los Angeles, CA*

Expected Dec 2022

B.S. Biomedical Engineering (Electrical), Minor Entrepreneurship

GPA: 3.6

EXPERIENCE

Data Science and Algorithms Intern, Edwards Lifesciences – Irvine, CA

May – Aug 2021

- Developed a modular, user-friendly data cleaning and dashboard visualization tool to view live data in any ongoing or finished data collection trial using Python, Plotly Dash, and HTML.
- Discovered new features and revealed biases in current algorithm development by applying machine learning (univariate logistic regression) onto dashboard and extracting best collected features for disease classification.

Director of Events, USC Makers – Los Angeles, CA

Aug 2019 – Present

- Led club to increase budget by 300%, community engagement by 300%, and project scope by 200%.
- Awarded \$8k from Qualcomm and Microsoft after Spring Showcase 2021, our club's first corporate sponsors.
- Formed and led a committee of 5 members to ensure consistent quality and quantity of events.

Product Assurance Engineer, Axonics Modulation Technologies – Irvine, CA

Aug - Dec 2020

- Soldered, assembled, and modified PCB's with the electrical team to test individual device features.
- Ensured accurate stimulation amperages, pulse widths, frequencies and resistances of Implantable and External Pulse Generators using oscilloscopes, multimeters and other custom circuitry to submit to the FDA.

AWARDS & PROJECTS

RxMinder, Team Lead

Jan - Apr 2022

- Built an IoT automatic pill dispenser with a frontend interface for elderly patients using NodeJS, React, Arduino.
- Acquired patient's medication schedule to correctly dispense pills at the correct time, notify patients + caregivers when it was time to take medication, and monitor patient's daily progress in an easy to use front end web page.
- Led team direction and taught CAD, web development, Arduino to teammates.

Wordle Bot(s)

Feb - Apr 2022

- Developed a SlackBot server to keep track of my friends' and my wordle scores and display a leaderboard.
- Used NodeJS and Firebase to host a server, perform calculations, and keep track of everyone's scores day by day with their copied wordle messages.
- Constructed a second algorithm with Python to solve Wordle and post its score daily. AvgScore = 3.669

Compost-O-Matic, Software Team Lead

Jan - Apr 2022

- Engineered a compost monitoring system to ensure healthy compost for sustainable home gardening.
- Developed a backend server with NodeJS which communicated with the Arduino and front end, performed calculations, and estimated future compost metrics using machine learning.
- Aligned the embedded, backend, and frontend teams to the same vision and ensured cohesive development.

Apollo, DrChrono's Virtual Healthcare Hackathon 2021, *2nd Prize / 500 participants*

Jan 2021

- Created mobile and web apps using JavaScript and React for patients to send their Apple Watch data to doctors.
- Visualized the Apple Health data into interactive graphs of users' steps, heart rate, blood pressure, blood glucose, and sleep with a selectable range of calendar dates.

USC Makers Spring Showcase 2021

Apr - May 2021

- Managed 20+ club members to livestream a project showcase for 300+ live virtual audience.
- Animated graphics, rigorously tested technology, and created a professional image for the young club.

SKILLS

- Python, NodeJS, React, C++, JavaScript, MATLAB, Verilog, Java, Entrepreneurship
- Bilingual: English (native), Spanish (professional) — Know the best taco stands and ramen spots in Los Angeles