Max Linsenbard

http://linsenbard.com | mlinsenb@calpoly.edu | 619.436.6215

EDUCATION

CAL POLY, SAN LUIS OBISPO
B.S. in Computer Science
Expected Jun 2016
San Luis Obispo, CA

COURSEWORK

UNDERGRADUATE
Corporate Communication
Operating Systems
Programming Languages
Functional Programming
Systems Programming
Professional Responsibilities (Ethics)
Android Development
iOS Development (Swift)
Introduction to Computer Graphics
3-D Modeling and Animation (Maya)
Design and Analysis of Algorithms
Introduction to Databases (MySQL)

SKILLS

PROGRAMMING
Experienced:
Java • Shell • C • Python
Proficient:
C++ • CSS • PHP • Assembly
iOS (Swift) • Android (Java) • MySQL

EXPERIENCE

APPLE INC. | Developer Tools QA Intern
June 2014 – Sep 2014 | Cupertino, CA
- Created internal Django website to easily manage remote machines
- Used Python scripts to launch and manage background tasks
- Designed site layout and UI from scratch
- Worked with deadlines and gave a final keynote about the project

TAPESTRY SOLUTIONS | Test and Evaluation Engineer
Dec 2013 – Jun 2014 | San Luis Obispo, CA
- Ran manual and automated tests on web applications
- Maintained existing tests and test suites
- Created detailed bug reports using JIRA issue tracker
- Wrote new tests based on software requirement specifications

TANDEM DIABETES CARE | Developer and Tester Intern
Jun 2012 – Dec 2013 | San Diego, CA
- Executed manual tests on insulin pump hardware and software
- Verified functionality of companion web application
- Performed code inspections for SQL, C#, and C code bases
- Created unit tests in C# and C
- Wrote C code for embedded software on insulin pump

PROJECTS

SPELLIMOBULATOR | Personal Project
Oct 2014
A Python application that calculates the most efficient spell in the game "League of Legends". Utilizes Riot Games' REST API. Available at linsenbard.com/lol.

PERSONAL WEBSITE | Personal Project
Sep 2014
A personal website hosted on a Unix server running Django, Gunicorn, Nginx, and PostgreSQL. The site is used to host a personal blog, project information, musical compositions, and contact information. Available at linsenbard.com.

FLUX | Personal Project
Jan 2014 | Global Game Jam at Cal Poly, SLO
A Java puzzle game created in 24hrs for Global Game Jam 2014. Uses LibGDX2 as graphics engine. Main contributions were level design, music integration code, and original music compositions for the game.

BLIPS | Android Development Final Project
Dec 2013 | Cal Poly, SLO
An Android application created as a final project for the Mobile Application Development course. Blips is a melody maker consisting of an 8x8 grid users can tap to make music.

EXTRACURRICULARS

2010	Participant	California Golden Boys' State 2010
2011-Current	Equipment Manager	Cal Poly Mustang Marching Band
2013-Current	Historian	Kappa Kappa Psi, National Honorary Fraternity
2013-Current	Member	Brass/Percussion Ensemble, Wind Orchestra, UJB