Max Linsenbard

Objective

To pursue an **internship** in the fields of Software Engineering or Quality Assurance.

Coursework

Fundamentals of Computer Science	C, Java, Data Structures
Design and Analysis of Algorithms	Recursion Relations, Order of Complexity
Databases	MySQL, MariaDB, SQLite
Programming Languages	Interpreter, parser, closures, typechecking
Music	Music Theory, Wind Orchestra, Jazz Band, Marching Band, Percussion Ensemble

Education

PERIOD	**September 2011 — June 2016**
DEGREE	**Bachelors of Science in Computer Science**
	Minor in Music
UNIVERSITY	**California Polytechnic State University** San Luis Obispo, CA

Work Experience

PERIOD	**June 2012 — December 2012**
EMPLOYER	**Tandem Diabetes** San Diego, CA
JOB TITLE	**Software Developer and Tester Intern**
	Performed tests on insulin pump hardware and software, verified functionality of companion site, wrote tests for Microsoft's CRM software, performed code inspections in SQL, C#, and C, created unit tests in C and C#, wrote embedded C code.
PERIOD	**November 2012 — June 2014 (Part Time)**
EMPLOYER	**Tapestry Solutions** San Luis Obispo, CA
JOB TITLE	**Test and Evaluation Engineer**
	Wrote tests based on given software requirements, provided detailed bug reports and reproduction steps, maintained test suites.
PERIOD	**June 2014 — September 2014**
EMPLOYER	**Apple Inc.** Cupertino, CA
JOB TITLE	**Deveolper Tools QA Intern**
	Wrote web-based testing app, designed web UI, worked with engineers to create requirements, created backend automation scripts.

Projects/Skills

IMDBDB	PHP & MySQL based IMDB clone. Created for Databases course.
Blips	A melody maker for Android. On Google Play Store, Android course.
Flux	Java and LibGDX puzzle game. Created for Global Game Jam 2014.
Languages	Python, SQL, C, Java, HTML, CSS

1204 Drake Circle · San Luis Obispo · CA 93405

✉ max@linsenbard.com ☎ (619) 436-6215