

Max Linsenbard

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EDUCATION

CAL POLY, SAN LUIS OBISPO

B.S. IN COMPUTER SCIENCE

MINOR IN MUSIC

Graduating June 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)

Real-Time 3D Computer Graphics

Design and Analysis of Algorithms

Database Design and Analysis

SKILLS

PROGRAMMING

Experienced:

Java • Shell • C • Python • ObjC

Proficient:

C++ • Swift • SQL

Familiar:

HTML • CSS • Javascript

PHP • Scala • C#

EXTRACURRICULARS

California Golden Boys' State 2010

Cal Poly Mustang Marching Band

Cal Poly Wind Orchestra

University Jazz Band I

Percussion Ensemble

Brass Ensemble

Kappa Kappa Psi, Honorary Fraternity

EXPERIENCE

APPLE INC. | iOS SOFTWARE INTERN

June 2015 – Sep 2015 | Cupertino, CA

- Added new features and enhancements to internal iOS app
- Became familiar with large-scale back end tools and applications
- Presented work via keynote to two different groups

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

SABOTAGE | PERSONAL PROJECT

Jan 2015

A 4-player competitive game made with Unity (C#) for Global Game Jam 2015. Main contributions were game ideas, level programming, and original music compositions for the game. Took 1st place at Cal Poly.

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, Unicorn, 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 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. Took 2nd place at Cal Poly.