MAX MEDBERRY

236 South Kellogg Avenue Ames, Iowa 50010
https://github.com/mmedberry • https://mmedberry.github.io/about-me
maxrmedberry@gmail.com • (515) 291-1885

EDUCATION

Iowa State University   *Ames, Iowa*
Bachelor of Science in Computer Engineering   *Expected May 2020*
- GPA: 3.56/4.00

Bachelor of Science in Biology   *May 2016*
- Graduated with *Cum laude* distinction

PROFESSIONAL EXPERIENCE

Buildertrend — Omaha, Nebraska   *May 2019 — August 2019*
Software Development Intern
- Developed a full stack web app in ASP.NET Core and React for employees to record customer comments
- Designed webpages in React to replace existing production Web Forms pages utilizing established APIs
- Worked in an agile development environment in close cooperation with teammates and a manager

Walgreens — Ankeny, Iowa   *September 2016 — Present*
Senior Certified Pharmacy Technician
- Work in close collaboration with pharmacists and doctors to efficiently dispense prescriptions
- Coordinate benefits between insurance companies to provide the lowest possible prices to patients
- Accurately receive, fill, and dispense prescriptions to create a safe and private experience

ACTIVITIES AND LEADERSHIP

Tau Beta Pi — Help Room Committee   *January 2018 – Present*
- Collaborated with a committee to plan location, time, and subjects of the help room
- Assisted underclassmen in the toughest required engineering courses at Iowa State

Iowa State Engineering Career Fair — Head Ambassador   *February 2018 – February 2019*
- Supervised ambassadors in my zone to aid them in assisting employers to their best abilities
- Assist employers to ensure their day goes smoothly and they have sufficient student interactions

Global Friends Connection — Mentor   *January 2018 – May 2018*
- Participate in cultural exchange with international students to bridge the gap between international and domestic students

PROJECTS

Mars Rover — Embedded Systems   *May 2018 – July 2018*
- Built a "Mars Rover" using an iRobot Roomba and ARM processor to navigate an obstacle course
- Created an embedded system using C to record IR and sonar sensor data of the surroundings

ProjectX Game Engine — Software Development Practices   *August 2018 – December 2018*
- Constructed a game engine in Java to facilitate the creation of 2D pixel art games
- Created a simple game with client to server communication to demonstrate functionality of game lifecycle

Drawme.io — Construction of User Interfaces   *January 2019 – May 2019*
- Developed a full stack Express.js web app based on MVC architecture
- Designed a software system to facilitate a game with multiple players and modes of play

SKILLS

- **Java**
- **C/C++**
- **C#** — .NET Core/ASP.NET Core
- **JavaScript/TypeScript** — React —Node.js — Express.js