MAX GORDON

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EDUCATION

Worcester Polytechnic Institute   **August 2022 - May 2026**

Bachelor & Master of Science, Computer Science

- **Relevant Courses:** Accel. Object-Oriented Design Concepts, Algorithms, Intro to Machine Organization and Assembly Language, Operating Systems, Software Engineering, Embedded Computing In Engineering Design, Foundations of Computer Science, Computer Graphics, Database Systems II
- **GPA:** 3.75 (Major GPA: 4.0)

PROFESSIONAL EXPERIENCE

FINRA   **Remote**

Junior Developer Intern   *May 2024 - August 2024*

- Assisting the migration of CRD from .NET to FINRA Gateway, enhancing system efficiency and capabilities
- Modernizing Form PF to use **Angular** with an AWS backend as part of the CRED Workspace

Veripay (NIL startup)   **Alexandria, VA**

Technical Team Lead   *April 2024 - Ongoing*

- Developing a system to ensure NIL-contract compliance using **React** and **AWS Amplify**
- Leading the development team, and coordinating with the founders', investors', and client's demands

Noblis   **Reston, VA**

Software Engineer Intern   *May 2023 - August 2023*

- Updated a BSL lab VR simulator to use the modern **OpenXR** on the Vive Focus 3
- Developed proof-of-concept Microsoft Guides application for the Hololens 2
- Developed a HAZMAT training simulator for the Vive Focus 3 in **Unity**

Upwork   **Remote**

Freelance Software Developer   *April 2022 - October 2022*

- Met directly with clients to establish priorities, goals, and expectations
- Focused on full-stack design, building websites, using 3rd party APIs, and managing internal **REST APIs**

PROJECTS

WebGL Renderer - *JavaScript & GLSL*   *January 2023 - February 2023*

- Created a **WebGL** rendering pipeline with custom fragment and vertex shader, including a custom ray-tracing engine, to render an .obj file including lighting, shadows, transparency, and animations

John Conway's Game of Life - *C++*   *September 2023*

- Implemented a **multithreaded** version of the Game of Life utilizing semaphores and a message-passing system distributing the load optimally between any number of threads

HAZMAT simulator at Noblis - *Unity & C#*   *June 2023 - July 2023*

- Developed a VR simulator to train users to contain radioactive sources and other HAZMATs
- Featured virtualized sensors, full dose tracking, and dose accumulation through the environment

Using AI to Detect and Deter Telemarketers - *Python & Kotlin*   *September 2019 - June 2021*

- Implement Fast.ai/PyTorch for **NLP** text classification analysis on the conversation of phone calls
- Determines in real-time if the caller is a telemarketer, then commences a time-consuming conversation
- Won multiple awards and placed 2nd in the Regional Science Fair for Math and Computer Science

SKILLS

Skills: C & C++, Rust, Python, Java/Kotlin, HTML/CSS, JavaScript, C#, Git, Linux, React, PyTorch, Android, CAD, Unity, Blender, Excel/Sheets, NLP, Deep Learning, Docker, WebGL, GLSL, ray-tracing

INTERESTS

Interests: Men's Club Ice Hockey, Theta Chi Fraternity (Epsilon chapter), Upsilon Pi Epsilon, and Photography Club