

MAX GORDON

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EDUCATION

Worcester Polytechnic Institute

August 2022 - May 2026

Bachelor's and Master's of Science, Computer Science

- **Relevant Courses:** Algorithms, Intro to Machine Organization and Assembly, Operating Systems, Software Engineering, Embedded Computing In Engineering Design, Computer Graphics, Database Systems II
- **GPA:** 3.8 (Major GPA: 4.0)

PROFESSIONAL EXPERIENCE

Citizens Bank

Johnston, RI

Software Engineer Intern

May 2025 - August 2025

- Built out CI/CD platforms using Groovy, Jenkins, and OpenShift
- Onboarded 3 new programs to the **EKS** build pipeline, ensuring continuous builds and development

FINRA

Remote

Junior Developer Intern

May 2024 - August 2024

- Assisted the migration of CRD from .NET to FINRA Gateway, enhancing system efficiency and capabilities
- Modernized 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 - December 2024

- Developed a system to ensure NIL-contract compliance using **React** and **AWS Amplify**
- Led the engineering team and coordinated with the demands of founders, investors, and clients

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
- Created a HAZMAT training simulator for the Vive Focus 3 in **Unity**

PROJECTS

RustyPython (Python interpreter built in Rust) - Rust

November 2024 - Present

- Building a full-featured Python interpreter that takes advantage of Rust's **memory safety**
- Currently **3x faster** than the leading Rust interpreter for Python (RustPython)

WebGL Renderer - JavaScript & GLSL

January 2023 - February 2023

- Engineered a **WebGL** rendering pipeline with custom fragment and vertex shaders, 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, improving performance ~10x

Using AI to Detect and Deter Telemarketers - Python & Kotlin

September 2019 - June 2021

- Applied Fast.ai & **PyTorch** for **NLP** text classification analysis on phone call conversations
- Determined in real-time if the caller is a telemarketer, then commenced a time-consuming conversation
- Won multiple awards and placed 2nd in the Regional Science Fair for Math and Computer Science

SKILLS

INTERESTS

Languages: Rust, C, C++, Python, Java/Kotlin, JavaScript, C#, HTML/CSS, GLSL, SQL, Groovy

Technologies: AWS, Web Assembly, React.js, Node.js, PyTorch, Android SDK, NLP, Deep Learning, WebGL, Ray-Tracing, Agile, REST, GraphQL

Software: Git, Linux, Blender, CAD, Unity, Docker

- Darkroom Manager of the Photography Club
- Men's Club Ice Hockey
- Motorsports Club