MAX GORDON

+12027654168 | mgordon291us@gmail.com | linkedin.com/in/max-gordon-533423221 | mxgordon.com

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:** 3.83 (Major GPA: 4.0)

PROFESSIONAL EXPERIENCE

Mimic Networks (Series A startup)   **Palo Alto, CA**
Software Engineer Intern   *September 2025 - Present*
- Expanding the **WebAssembly Component Model** by adding annotations in **WIT** to be fully functional & Turing Complete
- Adding feature-gated functionality to enable annotation processing without a loss in performance

Citizens Bank   **Johnston, RI**
Software Engineer Intern   *May 2025 - August 2025*
- Built out CI/CD platforms using Groovy, Jenkins, and OpenShift, reducing deploy times by 22%
- 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, reducing system resource usage by 45%
- Modernized Form PF using **Angular** & **AWS** backend for the CRED Workspace, decreasing page loading time by 15%

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 **VR** HAZMAT training simulator in **Unity**, enabling 100% virtual training for operators

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

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, Vim/Helix

INTERESTS

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