

# Max Golden

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## Summary

Self-taught programmer, restless designer, and effective communicator with a deep passion for technology. Experienced self-starter able to work independently or as part of a larger team to bring projects through production and deployment. Skilled instincts for usability, maintainability, and elegance.

## Education

**B.S., Computer Science** – Western Washington University, Bellingham WA, 2014

Notable projects:

- UNIX shell implementation in C
- Experimental forensic-linguistic comparison algorithms in Python
- Android Java applications (weather app & speed-reading assistant)
- Procedural image generation algorithm in Go

## Professional Experience

**Off By One Studios** (August 2014 – July 2015)

Game Developer

- Created design documents to inform the team's vision and direction with respect to art, gameplay, and system implementation details
- Implemented four game prototypes in C# over the course of 8 months to assess feasibility of full-scale development effort

**Western Washington University – ResTek**

(June 2012 – June 2013 & September 2013 – June 2014)

Web Application Developer

- Sole developer of a Django web application in Python for coordinating inter-dorm activities and events
- Coordinated with other developers and system administrators to create a Django web application capable of handling 1000x traffic spikes for renewal of on-campus housing, including PostgreSQL database management

**Amazon.com** (June-September 2013)

Software Development Engineer Intern

- Built and maintained seller-facing applications in Unix using Javascript with a focus on seller usability

## Technical Skills

- Python
- C/C++
- C#
- Javascript
- UNIX
- Git
- Visual Studio
- Go (self-taught)
- Java