

Max Mossberg

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EDUCATION

- **University of Michigan** Ann Arbor, MI
Candidate for BSE in Computer Science, Class of 2023 *August 2018 -*
 - **Relevant Coursework:**
 - EECS 280:** Programming and Introductory Data Structures
 - EECS 281:** Data Structures and Algorithms
 - EECS 370:** Introduction to Computer Organization
 - EECS 376:** Foundations of Computer Science
 - EECS 388:** Introduction to Computer Security
 - EECS 494:** Introduction to Game Development
 - EECS 485:** Web Systems
 - EECS 497:** Human-Centered Software Design and Development
- **The Loomis Chaffee School** Windsor, CT
Diploma, Class of 2018 *September 2014 - May 2018*

TECHNICAL SKILLS

- **Languages:** Python, C/C++, C#, Matlab, HTML/CSS, Javascript, G-code, L^AT_EX
- **Technologies:** Unity, Jira, Git Version Control, Docker, Linux/Unix
- **CAD:** Solidworks, Fusion360, OnShape, Sketchup, Creo

EXPERIENCE

- **JumpCutter, Intern** Remote
Worked to set up back-end infrastructure for JumpCutter's progressive web application. *June. 2020 - August 2020*
- **SnapCab Inc, Intern** Warrington, PA
Assisted in the construction and installation of a new product, the SnapCab Portal. *June 2017 - July 2017*

PROJECTS

- **Snowbound** (EECS 494): A Christmas-themed platforming game made in Unity. Winner of the joint UM and EMU Winter 2020 Games Showcase.
- **RepView**(EECS 497): A website made for easily identifying US Congress and House Representatives based on district and for improving ease-of-access to information about representatives.
- **Vodinator** (JumpCutter): A tool used to help automate the video editing of long twitch livestreams. Made to be a part of the JumpCutter video-editing tool suite.
- **DJCrowd** (MHacks 2018): Platform for party hosts to crowd source their party music playlist from party-goers with an sms-based voting system.
- **Handy Robotics** (Senior Project 2018): Built a robotic hand that plays Rock, Paper, Scissors; built with 3D printed parts and programmed with Python, using OpenCV for image analysis.
- Other programming projects can be found here: <https://github.com/MxMossy>

INVOLVEMENT

- **Michigan Mars Rover Team** Ann Arbor, MI
Implemented AR Tag and obstacle detection as a member of the computer vision sub-team. *August 2019 - May 2020*
- **UofM Intelligent Ground Vehicle Team** Ann Arbor, MI
Utilized CAD to design and build a new chassis for the 2018-2019 season. *August 2018 - May 2019*
- **UofM 3D Printing Club** Ann Arbor, MI
Assisted in repairing and maintaining the condition of 3d printers for club members to use. *August 2018 - May 2019*