

MAX HAWKINS

BRIDGING CODE + CREATIVITY

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EDUCATION

Carnegie Mellon University
Bachelor of Computer Science & Art
Class of 2013 - Pittsburgh, PA

LANGUAGES

Go (2 years)
JavaScript (6 years)
Ruby (10 years)
Java
C
SQL
Python
MATLAB
C++
Objective-C

SKILLS

WebGL
Data Visualization
Unit Testing / TDD
Angular JS
Physical Simulation
Computer Vision
MapReduce
Audio Processing
Data Analysis
Google Cloud
Machine Learning
D3.js
Selenium
Git / Gerrit

WORK

Google – Creative Software Engineer
AUG 2013 - MAY 2015 | SAN FRANCISCO, CA
Wrote software for interactive artwork as a part of an Emmy award-winning team. Led efforts to adopt engineering best practices like TDD, production monitoring, and code review.

Call in the Night – Creator
APR 2012 - PRESENT
Conceived, developed, and maintain an experimental social network and radio show. Wrote audio transcription and search system using service-oriented Docker infrastructure.

YouTube – Web Developer Intern
MAY - AUG 2012 | SAN BRUNO, CA
As a part of the Creator Dashboard team, wrote front-end features used by millions of users. Learned MapReduce, Protocol Buffers, and other Google infrastructure.

Pittsburgh Zoo – Zookeeper Intern
MAR 2012 - FEB 2013 | PITTSBURGH, PA
Prototyped iPad applications for orangutans, cleaned cages.

Fathom Information Design – Intern
MAY - AUG 2011 | BOSTON, MA
Worked with National Design Award winner Ben Fry on computational design and information visualization projects. Contributed to the Processing open source project.

STUDIO for Creative Inquiry – Research Assitant
SEP 2010 - DEC 2012 | PITTSBURGH, PA
Ported Golan Levin's *Yellowtail* drawing app to iOS and published in the App Store. Wrote C++ interactive art code.

Apple – Software Engineer Intern
MAY - AUG 2010 | PITTSBURGH, PA
Prototyped experimental features for Keynote on iPad.