Max J. Shashoua

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I am a recent Computer Science graduate of Middlebury College (May '18) with specific interest in AI, deep learning, design, and music. I am looking for an entry level position or internship in NYC to gain experience and hone my skills. My current project is Othello Farm, an evolutionary CNN AI for Othello (see link below).

SKILLS

- **Programming:** Python, Java, C#, C++, C, Ruby, Unity, git, Unix, Linux, Windows, PyTorch
- **Other:** Logic Pro X, Adobe Photoshop, Mainstage
- **Languages:** Brazilian Portuguese (advanced), French (intermediate)
- **Github:** https://github.com/shashman95

EDUCATION

Middlebury College   Middlebury, VT
- **Bachelor of Arts:** Computer Science (Major), Mathematics (Minor)
- **GPA:** 3.49 (College Scholar two semesters, Dean's List two semesters)
- **One semester** at Universidade Federal Fluminense (UFF) in Niterói, Brasil
- **Relevant Coursework:** The Computing Age, Data Structures, Linear Algebra, Multivariable Calculus, Electricity & Magnetism, Probability, Relativity and Quantum Physics, Combinatorics, Computer Architecture, Computer Vision, Artificial Intelligence (UFF), Algorithms, Programming Languages, Theory of Computation, Machine Learning, Quantum Computing
- Scored 94th percentile on the ETS Major Field Test for Computer Science

EXPERIENCE

Othello Farm (April 2019 – present)   Los Angeles, CA
- Developing Othello AI based on evolving CNN populations using Python 3 and PyTorch (https://github.com/shashman95/othello-farm)
- Currently experimenting with pointwise weight mutation. Next steps involve mutating topologies, crossover & adapting ideas from NEAT

Fun Factory (Spring 2018)   Middlebury, VT
- Co-designed and co-developed level-based puzzle game for mobile platform using Unity (https://github.com/connorlevesque/FunFactory)
- Wrote and improved efficient and successful rotation check algorithms, implemented Rotators, Painters, Spinners and DropZones, designed sprites, and created levels

TEDxMiddlebury (Fall 2015 – Spring 2018)   Middlebury, VT
- Organized annual TEDxMiddlebury events
  - Worked closely with a team on all aspects of organizing the event including booking, advertising, researching speakers and content, organizing volunteers, connecting and coaching long distance with speakers
  - Designed posters using Photoshop and Illustrator, and worked with stage lights, sound, and projector

Computer Science Tutor and Grader (Spring 2016 - Spring 2018)   Middlebury, VT
- Tutored and graded for Computer Science Department (Intro (python), Data Structures (java), and Computer Architecture (C/x86 assembly))
- Tutored one-on-one sessions for the Center for Teaching, Learning & Research at Middlebury

Aware Inc. (Summer 2016)   Bedford, MA
- Developed a graphing tool in python using matplotlib to easily and smoothly visualize load test data for Aware Astra™.

AirJam (Summer 2015)   New York, NY
- Worked with Oriol Nieto (https://steinhardt.nyu.edu/marl/people/nieto) at NYU on an iOS synthesizer called AirJam that uses a front-facing camera to detect hand position and gesture
- Conceptualized and implemented an auto-configuration system for the app to calibrate filters to adapt to given light-setting and optimized this auto-configuration significantly (20 seconds -> 3 seconds)
- Expanded the app's interactive features by creating the ability to recognize 'openness' of hands and control the cutoff of a low pass filter
- Worked with multiple SDKs, data types and frameworks (OpenCV, FluidSynth, Momu), and extended app from iPad to iPhone

ADDITIONAL

Music
- Songwriter, producer, multi-instrumentalist
  - *Pulling Teeth* by The Giant Peach: https://open.spotify.com/album/5RciIKEcAF1UiQ148yAuPQ?si=VUIKPVlaQaON9Ww6KK7Dgw
- Currently playing guitar for Ariane: https://open.spotify.com/artist/2HPtvn6P5LZvvu4Vw7qVAJ?si=-M39WKHvSNyEwJxPi-XLfg
- Jazz guitar at the New England Conservatory of Music ('09 -'13), 2013 Jazz Department Award and 2x honors for annual evaluation