

# Maxwell Burson

## Software Engineer

### CONTACT

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### SKILLS

Primary: Typescript/Javascript, C, Git, HTML, CSS  
Secondary: Bash, React.js, C++, Python

### EDUCATION

#### School 42, Fremont CA

2016 - 2017

Computer science school with project based learning, peer collaboration, and technical rigor.

*"My God is 42 impressive. This is not another programming bootcamp. It's another MIT."*

- Paul Graham, Y Combinator [<link>](#)

#### Free Code Camp, Online [<link>](#)

2016, FRONT END CERTIFICATE

#### Allan Hancock College, Santa Maria CA

2013 - 2014

### EXPERIENCE

#### Opera Event, Fremont CA - Intern

AUG 2017 - NOV 2017

- Lead developer and architect of BitBoss Battles 2.0.
- Collaborated with executive team on design, engineering, and integration.

### PROJECTS

#### BitBoss Battles 2.0 - twitch.tv donation game

SEP 2017 - NOV 2017

- Typescript, React.js, Node.js
- Halo product at Opera Event's TwitchCon booth, with great user feedback.
- Complete game including:
  - Skills
  - Attack and effect timing
  - Graphics and animations
- Battle events calculated in node.js and played in Twitch overlay.
- Real time client fight updates.
- Extensive tooling for game balancing.

#### Corewar [<link>](#) - virtual machine battle arena

APR 2017 - MAY 2017

- Python and C
- Compiles custom assembly language to binaries.
- Binaries execute in a reverse engineered virtual machine.
- Terminal display with ncurses.
- 4 team members.
- Python script used to compare project and example binary memory dumps.