

Max Levine

(828) 707-7204

18 Longview Rd. Asheville, NC 28806

maximilio@me.com

EDUCATION

University of North Carolina at Charlotte

Aug. 2023 – May 2025

- Pursuing a Master's degree in Computer Science in the AI, Robotics, and Gaming Concentration
- Social media manager for Game Developers @ UNCC

University of North Carolina at Asheville

Aug. 2017 – Dec. 2022

- Magna Cum Laude, 3.84 GPA
- Bachelor of Science
 - Major in Computer Science (Systems), with distinction, 3.87 GPA
 - Minor in Mathematics
- Bachelor of Arts
 - Major in New Media (General), with distinction, 3.95 GPA
- Pisgah Scholar and Academic Scholarship

Asheville High School

2012 – 2016

- Graduated with 4.7 GPA (weighted) and distinctions
- ACT composite score: 34 (99th percentile)

WORK / INTERNSHIP EXPERIENCE

Game Developer – self-employed

2010 – Present

- Developed an extensive portfolio of game projects viewable at <https://maxlevinestuff.github.io/>
- Developed games with Scratch, Pico-8, Lua, Game Maker, GML, Java, Processing, Python, Bitsy, Adobe Flash, C#, Unity, Unreal, and HTML/JavaScript; always learning new environments with an interest in overall programming concepts
- Created educational games on wave interference, trigonometry, software safety, whale hunting, recycling, respiratory diseases
- Winner of the Air Quality IQ contest for educational board game
- Thousands of downloads

Research Intern – National Science Foundation and University of North Texas

May – July 2022

- Researched alongside Dr. Mark Albert, other interns, TAMS students, and graduate students on applications of deep learning
- Researched using deep learning and TensorFlow to ascertain effectiveness at image classification at each layer of a deep neural network
- Applied deep learning to solve an air battle scenario

Research Intern – National Science Foundation and Georgia State University

June – July 2021

- Researched alongside Prof. Sheldon Schiffer and other interns on using neural network-driven models to improve facial emotion response and expression of video game characters
- Published paper *Facial Emotion Expression Corpora for Training Game Character Neural Network Models* in the Proceedings of the 17th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - HUCAPP

Research Intern – National Science Foundation and Texas State University

June – August 2020

- Researched alongside Dr. Mina Guirguis and other interns on applying game theory to the security of cyber physical systems
- Developed scientific computing systems in Python and JavaScript
- Created a web game to compare a person's strategic thinking with the game-theoretic optimal strategy

- Produced research presentations, poster, and paper
- Currently working to extend the paper to submit to IEEE conference

**Research Intern – National Science Foundation
and University of Texas at Dallas**

May – July 2019

- Researched alongside Dr. Eric Wong on software safety and reliability
- Worked with a team to research safety critical software methodologies and their applications to general-purpose development
- Conducted interviews and surveys with software developers
- Worked with a team to develop, test, iterate, and deploy an educational game about software safety, using safety-critical development methods
- Completed a research paper and gave a presentation reporting on all of our findings

Programming Intern – UNC Asheville

Aug – Nov 2020

- Worked with Dr. Adam Whitley and other intern artists and programmers on developing a procedurally generated metroidvania platform game
- Used GitHub to collaborate coding a game with Java, C#, and Unity

**Editor Intern – Headwaters Creative Arts Magazine
at UNC-Asheville**

2017 – 2018

- Edited and judged art, fiction, and poetry submissions
- Collaborated on the magazine's layout in Adobe InDesign

Photography Editor – Angela Stott Photography

2014

- Retouched, processed, and culled photos using Adobe Photoshop and Lightroom

Steward – Ruth's Chris Steakhouse

May – September 2018

- Reliably kept steakhouse serving equipment and kitchen clean in Asheville's Historic Biltmore Village

Volunteer – MANNA Food Bank, Brother Wolf, Feed the Need

- Performed service work by packaging food, walking dogs, gardening with special needs children

AWARDS & ACADEMIC DISTINCTIONS

Thomas Wolfe Award for Best in Fiction at UNC-Asheville 2019
UNCA Chancellor's List Spring 2019, Spring 2020, Spring/Fall 2021, Spring 2022
UNCA Dean's List Spring 2018 – Fall 2022
UNCA Distinction in New Media December 2022
UNCA Distinction in Computer Science December 2022
Association for Computing Machinery, UNCA Student Chapter Nov 2020 – 2022
Omicron Delta Kappa Honor Society May 2020 – Present
 High school honors including *National Society of High School Scholars, Academically and Intellectually Gifted (AIG), National Honor Society, Math Honor Society, AP Scholar Award, Academic Excellence Award*, numerous regional *Science Olympiad* medals, *The American Adventure Service Corps (TAASC)*

COMPUTER SKILLS

Java, Processing, C++, C, Linux, Lua, Arduino, Python, HTML, CSS, PHP, JavaScript, Bootstrap, WebGL, OpenGL, TensorFlow, Blender/FaceBuilder, FaceReader, Scratch, Game Maker, GML, C#, Unity, Unreal, Adobe (Photoshop, Illustrator, After Effects, Premiere, Flash), LaTeX, Scrivener, FL Studio, Mathematica, Pico-8, Git/Github, Bitsy, OpenMP, MPI, CUDA

INTERESTS

Comedic Performance Improv, Bikram/Hot Yoga, Piano, Tennis, Reading, Writing, Music, Art