MAX ZHOU

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA   Expected May 2027
Master of Entertainment Technology

The University of Texas at Austin (UT Austin), Austin, TX   May 2022
Bachelor of Science in Electrical Engineering | Software Engineering Track | GPA: 3.48
Certificate in Computer Science
Post Graduate Program in Artificial Intelligence and Machine Learning   May 2025

SKILLS

C++, C#, Java, Agile, Jira, Github, Perforce, Python, Unity, Godot, Kubernetes, Helm, Docker, AWS, CMake, SQL, BitBucket

PREVIOUS EXPERIENCE

Amazon – *Software Development Engineer, Amazon Lab126*   August 2022 – May 2024
• Designed and developed system-wide diagnostic data and performance metrics for resource manager (RM) and notifications manager (NM) system services, adhering to software development life cycle (SDLC) to be emitted by Amazon's latest Vega OS
• Identified and improved stability of the RM, NM, and idle manager (IM) system components by writing and maintaining over 100 C++ unit and integration tests using Google Test and Google Mock. Set up continuous integration/deployment (CI/CD) pipeline for RM via Python script
• Supported 20 first-party component teams to avoid breakage of mainline by notifying them of updated APIs, guiding them through how to maintain continuity, and resolving multiple dependencies within the different teams
• Incorporated customer feedback from 3rd party meetings where customers inquired about current and future capabilities of NM
• Mentored the team intern by holding weekly meetings to provide technical and professional guidance, helping to debug their code, and advising them on their summer project to help them receive a return offer

Citi – *Enterprise Operations and Technology (EO&T) Summer Analyst, Public Cloud Platform Engineering*   June 2021 – August 2021
• Deployed and tested a Helm Chart utilizing GitHub to an Amazon Elastic Kubernetes Service (EKS) Cluster to help future app developers as part of firmwide initiative to transfer Citi's internal infrastructure to public cloud
• Documented Helm Chart creation process in Confluence, including common errors and issues, providing clarity and guidance to Service Reliability Engineering (SRE) team to facilitate future use
• Prototyped a Platform Engineer Journey Map with training resources to capture platform tools' user experience for future users

PROJECTS

Horsepital – *Class Project, Building Virtual Worlds*   September 2025
• Lead code developer of a 3D Unity project, where teams of 6 utilize the Xbox Adaptive Controller to design an interface to depict a unique action over the course of two weeks with the prompt of 'shoeing a horse'
• Integrated a combination of pressure sensitive buttons connected to the adaptive controller to embody the shoeing process. Integrated Unity's input actions and custom mechanics to simulate weight and rhythm of the actions.
• Iterated based on feedback from 20+ playtesters and faculty to improve gameplay clarity and develop a more intuitive and satisfying experience

Cosmic Fruit Loops – *Game Jam/Personal Project*   July 2025 – August 2025
• Lead code developer of a 2D Puzzle game for Game Maker's Toolkit Game Jam 2025
• Collaborated with an artist, sound designer, and level designer to prototype and implement core mechanics in Godot during a 4-day window. Integrated 50 handcrafted levels and refined difficulty curves to deliver a balanced yet challenging player experience
• Rated by the public as a top 4% game out of over 9,500+ game submissions

GAME JAMS

GameMaker's Toolkit Game Jam 2025	July 2025 – August 2025
Pirate Jam 16	January 2025
ProcJam 2024	October 2024 – November 2024
GameMaker's Toolkit Game Jam 2024	August 2024
Pixel Game Jam 2024	May 2024