

# MAX LEVINE

(828) 707-7204

[maximilio@me.com](mailto:maximilio@me.com)

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## EDUCATION

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### University of North Carolina at Charlotte

Aug. 2023 – Dec. 2024

- Master of Science in Computer Science, concentrating in Artificial Intelligence, Robotics, and Gaming, 3.70 GPA
- Social Media Manager for Game Developers @ UNCC

### University of North Carolina at Asheville

Aug. 2017 – Dec. 2022

- Magna Cum Laude, 3.83 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 4.76 GPA (weighted) and distinctions
- ACT composite score: 34 (99th percentile)

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## WORK / INTERNSHIP EXPERIENCE

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### *Game Developer – self-employed*

2010 – Present

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

### *Research Intern in Deep Learning – National Science Foundation*

**& 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 in Immersive Media Computing – National Science Foundation*

**& Georgia State University**

June – July 2021

- Researched alongside Dr. 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 in Secure & Connected Communities – National Science Foundation*

**& Texas State University**

June – Aug. 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

**Research Intern in Software Safety & Reliability – National Science Foundation & 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

**Steward – Ruth's Chris Steakhouse** May – September 2018

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

**Photography Editor – Angela Stott Photography** 2014

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

**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**

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*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**

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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, Ren'Py, Adobe (Photoshop, Illustrator, After Effects, Premiere, Flash), LaTeX, Scrivener, FL Studio, Mathematica, EbSynth, Pico-8, Git/Github, Bitsy, OpenMP, MPI, CUDA

Peruse samples of my code at <https://github.com/maxlevinestuff?tab=repositories>.

**INTERESTS**

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