Max Somarriba

Contact

Address
Austin, TX 78723

Phone
(832) 580-3521

E-mail
maxmsomarriba@gmail.com

WWW
maxsomarriba.com

WWW
youtube.com/@MaxMakesGames1

Skills

C / Java / Python / C#

Unity

A-Frame / 8th Wall AR Framework

GameMaker Studio

Common Lisp / ACL2

Blender Studio / Maya 3D Studio

HTML5 / CSS3 / Bootstrap

TypeScript / JavaScript

REST / ASP.NET MVC Web API

PHP / Laravel

SQL / T- SQL

Computer science student and independent video game developer with a portfolio of successful games across multiple game jam competitions. Recognized for implementing engaging gameplay mechanics and receiving awards for innovative designs. Adept at using Java, C#, and other programming languages to produce clean code that is flexible, scalable, and testable. Experienced in developing web-based augmented reality projects, creating immersive and interactive experiences for users. Skilled in building web applications using PHP/Laravel as well as developing REST APIs for JavaScript single-page applications. Strong attention to detail and a track record of producing clean, flexible, and scalable code. A well-organized and collaborative team player with excellent communication and analytical abilities.

Professional Experience

2023-02 - 2023-06

Web-Based Augmented Reality Developer

Texas Immersive Institute, Austin, TX

- Implemented a web-based augmented reality application that presents children with an educational and interactive 52-card deck. The application was built as a prototype for Austin PBS and is designed for children in early elementary grades.
- Collaborated with design specialists to create an intuitive and user-friendly UI.
- Translated design concepts into mockups and prototypes that produced high levels of user engagement while optimizing web application performance.
- Collaborated with in-house 3D artists to create a sleek and interactive augmented reality experience.
- Used HTML, JavaScript, and A-Frame to implement the web application architecture atop of the 8th Wall augmented reality framework.

2022-05 - 2022-09

Software Developer Intern

Talaria Software Inc, Austin, TX

- Responsible for enhancing REST API for multi-tenant SaaS platform catering to real estate investors who own small to mid-size apartment complexes and

SQL Server / My SQL

Git / Github / Bitbucket / Perforce

XUnit.NET / AutoFixture / Moq

portfolios of single family homes. REST API is deployed on Azure AppService.

- Participated in design and development of enhancements to .NET Core 3.1 REST API using ASP.NET MVC Web API. API framework used Autofac as inversion-of-control container, Azure Cache for Redis as cache manager, EntityFramework as object-relational layer, and SQL Server 2017 as database.
- Wrote back-end unit tests using XUnit, Moq, and AutoFixture.

2018-05 - 2021-06

Programming Teacher and Summer Curriculum Planner

Code Ninjas, Katy, TX

- Taught children (ages 6 - 12) software development principles through video game development using Unity, Scratch, Roblox Studio and Code Ninjas Toolkits.
- Organized and planned summer events for week-long programming and engineering camps that taught students a range of topics from robotics to mobile application development.
- Created lesson plans used by Boy Scouts of America and Girl Scouts of the USA to set specifications to enable scouts to receive junior coding badges.
- Communicated frequently with parents, students and faculty to gather and analyze feedback to improve instruction materials, teaching strategies and summer camp content.
- Led virtual seminars for children to continue learning programming throughout the COVID pandemic.
- Increased customer satisfaction by resolving issues

2019-11 - 2020-05

Full Stack Web Developer Intern

Child Advocates, Houston, TX

- Created web application that enabled new volunteers to apply to Child Advocates so that the non-profit could screen and select candidates with greater efficiency.
- Converted front-end mockups into web components using HTML5, CSS3, JavaScript/JQuery,

and Bootstrap 4.

- Back-end was written in C# atop of .NET Core 3.1 using ASP.NET MVC Web API. EntityFramework was used as object-relational framework to interact with Microsoft SQL Server 2017.
- Created unit tests and ran debugging tools to eliminate defects prior to publishing to Azure App Service.
- Transitioned code and operating procedures to permanent staff once engagement concluded.

2019-09 - 2020-04

PHP Web Developer Intern

Stand Up Life, Houston, TX

- Created web application to showcase Stand Up Life's service opportunities to improve effectiveness of community outreach efforts.
- Web application was written in PHP 7.2 with MySQL 5.6 using Laravel as the PHP framework.
- Setup Laravel Valet for development and built the front-end components using the Blade templating language.
- Back-end code used Laravel's Eloquent ORM and security features for authentication, authorization, email verification, encryption, hashing, and password reset.
- The web application was deployed on Host Gator.

2018-05 - 2018-07

Summer Camp Computer Science Director

Fort Bend Christian Academy, Sugar Land, TX

- Created official summer curriculum based on MIT's Scratch visual programming language for the computer science course of Fort Bend Christian Academy's Eagle Summer Extravaganza event. The course was attended by 16 students ranging in age from 9 to 13 years of age.
- Organized classrooms and trained teaching assistants on how to teach course material.
- Created fun and interactive classroom environments by having students design projects visually before implementing them in Scratch.
- Compiled reading lists and other relevant assignments to bolster student understanding of

- class concepts.
- Assessed, documented, and reported on progress and achievements.

Education

2021-08 - 2025-05

Bachelor of Science: Computer Science

The University of Texas At Austin - Austin, TX
Relevant Course Work:
- Data Structures
- Principles of Computing Systems
- Artificial Intelligence
- Debugging & Verifying Programs
- Computer Organization and Architecture
- Discrete Math

Leadership and Involvement:
- Elected to junior treasurer for Electronic Game Developer Society (EGaDS!) in 2022
- Member of The Hispanic Association of Computer Scientists (HACS)

Projects

- **Space Shapers**: Developed as a prototype augmented reality web application for **Austin PBS** called Space Shapers. This application aims to teach children about the importance of spacial awareness through a fun and interactive augmented reality experience.
- **In Between Jobs**: Developed for the 2021 Texas Game Jam. *In Between Jobs* is a chaotic job simulator created in Unity that requires players to quickly transition between a variety of jobs. The project was awarded the **Best Use of Theme Award** by the 2021 Texas Game Jam judge panel.
- **Bonehead**: Developed for the Game Maker Toolkit 2021 Game Jam. *Bonehead* is a Metroidvania-esque platformer that has players explore levels and collect bones to build up their own skeletons and to create structures such as bridges to traverse levels.

The game ranked in the **top 5%** of the 5,755 games that were submitted.

- **High Roller Tower Defense**: Developed for the Game Maker Toolkit 2022 Game Jam. *High Roller Tower Defense* is based on the classic tower defense genre title in which players roll dice to determine the kind of tower they use to defend their home from monsters. The game ranked in the **top 2%** of the 6,157 games that were submitted.
- **Bear Trap**: Developed for the Trijam Game Jam. *Bear Trap* is a top down horror game in which players must survive a night in the forrest with a bloodthirsty bear using just an assortment of bear traps to slow the bear down. The creation of *Bear Trap* was documented in an educational video on video game design which can be found on my YouTube channel.
- **Farm Joust**: Developed for the 2020 Carnegie Mellon National High School Game Academy Remake Competition. *Farm Joust* is a twist on the classic 1982 arcade game *Joust* with multiple different game mechanics and a completely new sound track.