

MAX SOMARRIBA

Software Engineer

832-580-3521 | maxmsomarriba@gmail.com

Austin, TX | [linkedin.com/in/max-somarriba-784923191/](https://www.linkedin.com/in/max-somarriba-784923191/) | maxsomarriba.com

EDUCATION

The University of Texas at Austin, Austin, TX

May 2025

Bachelor of Science, Computer Science

Relevant Coursework: Data Structures, Operating Systems, Algorithms, Computer Architecture, Artificial Intelligence, Principles of Machine Learning, Game Technology, Game Development Capstone

SKILLS

Technical Skills: Unity 2D & 3D & VR C#/.NET, AWS DynamoDB & S3, MongoDB, React, JavaScript, TypeScript, Java, C++, Python, Git

Languages: Native English and Intermediate American Sign Language

EXPERIENCE

Amazon, Austin, TX

May 2024 - August 2024

Software Developer Intern

- Developed and implemented the aisle locations feature for product detail pages on WholeFoodsMarket.com and the Whole Foods app, handling all aspects from design to deployment.
- Addressed the long-requested aisle location feature contributing to a \$156,000 reduction in annual lost revenue by mitigating customer service complaints and improving product findability.

Simulation and Game Application Lab (SAGA), The University of Texas at Austin, Austin, TX

September 2023 - Present

Backend Software Developer Intern

August 2024 - Present

- Leading a database migration initiative from MongoDB to Amazon Web Services DynamoDB in combination with Amazon S3 for audio data
- Assisting in the machine learning processing of audio data to verify the correctness of student responses for an interactive React web application

Frontend Software Developer Intern

September 2023 - May 2024

- Developed an interactive web application designed to teach science concepts to elementary school students with English as a second language.
- Collaborated closely with digital artists to conceptualize and implement engaging visual assets, ensuring a vibrant and visually engaging game environment.

Texas Immersive Institute, The University of Texas at Austin, Austin, TX

February 2023 - July 2023

Web Augmented Reality Developer

- Implemented a web-based augmented reality application using 8th Wall framework. 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.

PROJECTS

- **EEG Controlled VR Experience:** Creating the VR implementation of an electroencephalogram (EEG) controlled VR game for the NXT Student Competition as a part of Longhorn Neurotech
- **VShift:** Creating a networked 2D side view character-based battle arena where damage is based on how fast you are moving
- **Multiplayer VR Mech Arena:** Developed a networked cooperative game where players team up to pilot a mech and survive waves of enemies. Voted best final project in the University of Texas Game Technologies class, the game emphasizes teamwork and strategic coordination.
- **Space Shapers Augmented Reality Cards:** Developed as a prototype for Austin PBS under the University of Texas at Austin's Texas Immersive Institute. Space Shapers is a project that aims to teach children about the importance of spatial awareness through fun and interactive augmented reality.
- **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.
- **High Roller Tower Defense:** Developed for the Game Maker Toolkit 2022 Game Jam. 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.
- **Bonehead:** Developed for the Game Maker Toolkit 2021 Game Jam. Players explore levels and collect bones to build up their skeleton and create structures such as bridges to traverse levels. The game ranked in the top 5% of the 5,755 games that were submitted.

LEADERSHIP AND INVOLVEMENT

Electronic Game Developer Society (EGaDS): Treasurer - 2021 - 2022, Sponsorship Officer 2022 - 2024

Longhorn Neurotech (LHNT): VR Developer Team Member - 2024 - Present