

Max Lever

(301) 547-5304
maxlever@ccs.neu.edu
maxlever.me

Education

Northeastern University

Boston, MA – expected May 2018

BS in Computer Science and Interactive Media

3.93 GPA; Honors Program (top 10% of entering class); Dean's List; Dean's Scholarship (top 25% of applicants)

Institut d'études politiques de Paris

Paris, France – Fall 2016

Coursework in political philosophy, geopolitics and sociology

Skills

JavaScript
Python
Git
Java
Processing
Arduino
Racket
HTML/CSS
Adobe Creative Suite
French (native speaker)

Projects

Polymer app which connects news stories to thematically linked art works, using semantic analysis. Awarded Best Web App prize (Hack at Brown)

Django app connecting charities to clothing donors (Paypal BattleHack)

Node app connecting persons with mental health issues with social workers (HackDuke)

Experience

MIT Media Lab, Designer and Developer

Cambridge, MA – Spring 2017 (ongoing)

Designed an interface for understanding emotional content and AI. Built Django back-end integrating with an artificial neural network. Presented project to investor companies (Panasonic, IBM, Samsung). Provided feedback in weekly lab meetings with Scalable Cooperation and affiliates.

IES Abroad Berlin, Graphic Design TA

Berlin, Germany – Summer 2016

Mentored students in a month-long intensive study of design systems, and guided them around the country

Scout Studio, Design Researcher

Boston, MA – Fall 2015 and Spring 2016

Applied design thinking to increasing healthy eating, as founding member of a student team. Conducted interviews, partnered with local corner store, and created design materials. Invited to the Clinton Global Initiative University conference to share the project

Northeastern University, Computer Science TA

Boston, MA – Spring 2016

Mentored students in a class on software design paradigms and patterns (100 undergraduates). Held weekly office hours, graded large Java projects and exams, and improved curriculum

Ronik Design, Developer Co-op

Brooklyn, NY – Spring 2015

Built and designed apps and interfaces for clients, from nonprofits to large firms. Developed on the full stack using Parse, React, NodeJS, Django, and won several web awards

Playable Innovative Technologies Lab, Research Assistant

Boston, MA – Fall 2014

Prototyped an AI-driven game for teaching computational thinking and broadening gender diversity in CS. Implemented dynamic graph visualization in C# and carried out user testing