

MAX SHAWABKEH

1442 ELKGROVE CIRCLE APT 4, VENICE, CA 90291, USA
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SUMMARY

Full-stack engineer, polyglot, polymath, team player, and finally game developer.

WORK EXPERIENCE

Aug 2015 – Present **R & D Engineer**
Riot Games
Santa Monica, CA

Oct 2011 – Jul 2015 **Sr. Software Engineer, Tech Lead**
Google
Mountain View, CA

- Worked on Google Earth Engine, a distributed image processing platform.
- Specializing in geometry, image processing, compilers and web apps.
- Full-stack involvement using Java, JavaScript and Python.
- Built a project management app for a division of 9K people as a 20% project.

Jun 2010 – Sep 2010 **Software Engineer Intern**
Google
Mountain View, CA

- Wrote a tool to manage NASA's contributions to Google Earth.
- Used JavaScript, Python and Google App Engine.
- Completed two 20% projects for Google Sky.

Jun 2009 – Sep 2009 **Software Engineer Intern**
Google Switzerland
Zürich, Switzerland

- Created a user action behavior classifier for Google Maps
- Built a pipeline and dashboard to explore the classified behaviors.
- Mainly used Python, JavaScript and Sawzall.

Jan 2008 – May 2009 **Programmer**
Pipl
Telecommuting

- Implemented an extensible web crawling/scraping system in Python.
- Wrote a C# app to generate data extraction scripts from sample data.

Feb 2005 – Dec 2007 **Freelance Programmer**
RentACoder.com

- Focused on LAMP web services, solo and in small teams.
- Completed over 60 projects, no missed deadlines: max99x.com/rac.
- Rated 9.98 out of 10 and ranking in the top 0.3% of 380K+ coders.

EDUCATION

Sep 2007 – Jan 2011 **B.Sc. in Computer Science**
Princess Sumaya University for Technology
Amman, Jordan

- Final GPA: 92.4%, top of class.
- Many programming projects completed, details at max99x.com/school.
- Taught a free Python crash course, details at max99x.com/python.
- Participated in the global IEEEExtreme programming competition (9th place).

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SKILLS

Programming languages, commercial experience

- Java (4 years)
- Python (7 years)
- JavaScript (8 years)
- PHP (3 years)
- Visual Basic (2 years)

Programming languages, solid grasp

- C
- C++
- C#

Programming languages, basic familiarity

- x86/IA32 Assembly
- Ruby
- LISP
- Scheme
- Haskell
- Ada
- Prolog
- Erlang

Other computer languages

- HTML (well)
- CSS (well)
- L^AT_EX (basic)
- SQL (well)
- Regular Expressions (well)

Human languages

- English (fluent)
- Arabic (fluent)
- Russian (fluent)

Areas of expertise

- Web Apps (expert)
- Image Processing (well)
- 3D Graphics (basic)
- Parsers (well)
- Compilers (well)
- Game Dev. (basic)
- NLP (basic)
- Machine Learning (basic)

SIDE PROJECTS

Video Games & Mods

- Numerous solo mods for TES3: Morrowind: max99x.com/morrowind
- Coder, writer, editor and previous leader of project LGNPC: max99x.com/lgnpc
- GuessHub, a commit-guessing game from for GitHub Game Off: guesshub.io

Other Open Source & Community Contributions

- Dictionary and monitoring extensions for Chrome (250k+ users): max99x.com/crext
- Co-creator of repl.it, a 15-language REPL in the browser: max99x.com/replit
- Various open source projects and utilities: max99x.com/github
- 21K reputation on Stack Overflow: max99x.com/stack

Publication

“Preallocation Instruction Scheduling with Register Pressure Minimization Using a Combinatorial Optimization Approach”

*Shobaki, Ghassan; Shawabkeh, Maxim; Abu Rmaileh, Najm Eldeen
ACM TACO, vol 10, issue 3, Article 14 (Sept. 2013)*

REFERENCES

- **Matt Hancher**, Tech Lead / Manager, Google

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