

# MAX SHAWABKEH

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## SUMMARY

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

## WORK EXPERIENCE

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**Jan 2022 – Aug 2022**

**Engineering Consultant**  
**Singularity 6**

- Gameplay and UI implementation and consulting for MMO community sim Palia.

**Oct 2018 – Jun 2021**

**Founder, Game Developer**  
**The Alekon Company**

- 1/3 of the team of Alekon, a whimsical photography game on PC & Nintendo Switch.
- Did all the tech and gameplay implementation for the game in UE4 (C++).
- Did all the UI art and UX, and half of the game design and writing.
- As of Apr 2023, the game has a 100% positive rating on Steam.

**Aug 2015 – Jul 2018**

**Senior SWE, Tech Lead**  
**Riot Games**

- Gameplay and tools engineer in R&D, using UE4, C++, Python, and C#.
- Tech Lead on Stonehearth, using C++, Lua, JavaScript, and C#.

**Oct 2011 – Jul 2015**

**Senior SWE, Tech Lead**  
**Google**

- Full-stack on Google Earth Engine, a distributed image processing platform.
- Specializing in geometry, image processing, compilers and web apps.
- Built a project management app for a division of 9K people as a side project.

**Jun 2010 – Sep 2010**

**Software Engineer Intern**  
**Google**

- Wrote a tool for managing NASA's imagery in Google Earth.
- Used JavaScript, Python and Google App Engine.
- Completed two side projects for Google Sky.

**Jun 2009 – Sep 2009**

**Software Engineer Intern**  
**Google Switzerland**

- Created a user action behavior classifier, pipeline, and dashboard for Google Maps.

**Jan 2008 – May 2009**

**Programmer**  
**Pipl**

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

**Feb 2005 – Dec 2007**

**Freelance Programmer**  
**RentACoder.com**

- Focused on LAMP web services, solo and in small teams.
- Completed over 60 projects, rated 9.98/10 (top 0.3%), no deadlines missed.

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## EDUCATION

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

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

## SKILLS

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### Programming languages, professional experience

- Python (14 years)
- JavaScript (10 years)
- C++ (7 years)
- C# (5 years)
- Java (4 years)
- PHP (3 years)

### Programming languages, basic familiarity

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

### Other computer languages

- HTML (well)
- CSS (well)
- L<sup>A</sup>T<sub>E</sub>X (basic)
- SQL (well)
- Regular Expressions (well)

### Human languages

- English (fluent)
- Russian (fluent)
- Arabic (fluent)
- Ukrainian (fair)
- Japanese (fair)

### Areas of expertise

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

## SIDE PROJECTS

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### Video Games & Mods

- Numerous solo mods for TES3: Morrowind: [max99x.com/morrowind](http://max99x.com/morrowind)
- Coder, writer, editor and previous leader of project LGNPC: [max99x.com/lgnpc](http://max99x.com/lgnpc)

### Other Open Source & Community Contributions

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

### Publications

“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)*