Maxwell Goldberg

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EDUCATION

University of Rochester   **Rochester, New York**
Double Major: *Bachelor of Science, Computer Science; Bachelor of Arts, Business*   *Anticipated May 2025*
- GPA: 3.79 out of 4.00; Dean's List All Eligible Semesters
- Dean's Scholarship ($11000/year); Class of 1981 Internship Endowment ($2500)

EXPERIENCE

The Cigna Group   **Bloomfield, Connecticut**
Software Engineering Intern   *May 2024 – August 2024*
- Designed scripted REST API endpoints in JavaScript, improving ServiceNow data accessibility for external users and reducing CMDB CI access time by 85%
- Developed bi-directional integration between ServiceNow and Jira, automating incident and change request creation for seamless management
- Led the front-end team using Next.js, TypeScript, and Tailwind CSS to develop TaskPath, a sprint optimization tool that uses linear optimization to reduce scrum masters' time by 90%

SOAP Health   **Boca Raton, Florida**
Software Engineering Intern   *May 2023 – August 2023*
- Optimized NLP AI models by implementing Google Cloud's Dialogflow CX and speech-to-text, collaborating with leadership to facilitate 10+ software releases
- Resolved 10+ weekly bugs by collaborating with QA to test and verify SOAP Health's AI application
- Authored and organized 200+ AI software documentation sections, covering infrastructure, impact, credentials, and procedures

University of Rochester, Computer Science Department   **Rochester, New York**
Teaching Assistant – Data Structures and Algorithms (CSC 172)   *September 2022 – December 2023*
- Supported cohort of 35+ students during labs twice a week to reinforce key DSA concepts
- Led weekly office hours, facilitated code reviews, and graded all Java programming labs and projects

PROJECTS

Run Ball Run!   *February 2021*
(https://play.google.com/store/apps/details?id=com.MaxG.RunBallRun&hl=en_US&gl=US)
- Developed a mobile game for Android using the Unity Game Engine with C#. The game features 7 unique levels using Unity Assets and an endless course optimized to run efficiently on all mobile devices
- Created a full app listing on the Google Play Store with over 1,000 downloads

Reversi AI   *April 2022*
- Developed an AI-powered Reversi (Othello) player using Java on a 4x4 and 8x8 board and applied an adversarial state-space search approach
- Implemented the minimax algorithm for selecting optimal moves, avoiding heuristic decisions, and providing a perfect and efficient gameplay experience for users on the 4x4 board
- Utilized a heuristic minimax algorithm with alpha-beta pruning for choosing optimal moves on an 8x8 board, ensuring AI efficiency and accuracy

EXTRACURRICULAR ACTIVITIES

University of Rochester, Clubs and Activities
- *Men's Ice Hockey*; Assistant Captain
- *Sigma Phi Epsilon Fraternity*; SPELC Committee and Event Coordinator
  - Managed a budget of over $10,000 to plan events in collaboration with other organizations on campus

TECHNICAL SKILLS

- Java, Python, Swift, HTML/CSS/JavaScript/Typescript/React, C/C#
- VSCode, Git, GitHub, XCode, Figma, Diagflow CX, ServiceNow, DynamoDB, Jira, Excel, Tableau