Max Zhang

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EDUCATION

Stony Brook University *Stony Brook, NY*

Undergraduate Student (Expected May 2030) *Sept 2026 – May 2030*

- Intended Major: Computer Science
- Relevant Coursework (in progress): Object-Oriented Programming, Applied Calculus I.

EXPERIENCE

Project Student Assistant *Stony Brook, NY*

Stony Brook University – Enrollment Management *Oct 2026 – present*

- Proofread content in Technolutions Slate and review academic program forms and web content for an enrollment management team at a university serving 27,700+ students.

Software Engineer Intern *Shanghai, China*

Virtuos Games – ERP Department *July 2026 – Aug 2026*

- Built a full-stack business-requirements management application using Next.js, SQL Server, and AI-assisted development for employees and stakeholders across the organization.
- Added automated tests and combined code-quality checks with manual and LLM-assisted reviews to identify implementation issues and improve maintainability.

Web Developer & Technical Consultant *New York, NY*

Assessment Solutions, LLC. *Nov 2025 – May 2026*

- Built and deployed the website for an education research and evaluation consultancy serving 30+ partner organizations.
- Managed post-launch content updates, deployments, and technical support as services evolved.

SELECTED PROJECTS

LibreWave | Rust, Linux, ALSA, PipeWire, USB, GPUI

Linux-native audio control and mixing software for Elgato Wave hardware.

- Built a Linux audio-control application for Elgato Wave:3 with a Rust daemon, CLI, and native interface supporting hardware controls and independent monitor and stream mixes.
- Implemented reverse-engineered USB controls with device-state validation, readback verification, and rollback on failed writes.
- Developed a 48 kHz audio mixer with allocation-free processing, integrating ALSA audio I/O, PipeWire routing, and persistent profiles.

OpenUtils | Java, Minecraft Forge, Mixin

Modular Minecraft client mod with customizable HUD tools and gameplay utilities.

- Built a modular Minecraft client mod with 32 feature modules, configurable feature lifecycles, and a drag-and-drop HUD editor with persistent layouts.
- Published 21 releases with 670 Forge-JAR downloads.

SKILLS

Languages: TypeScript, JavaScript, Java, Kotlin, Rust, SQL

Web & Frameworks: React, Next.js, SvelteKit, Vite, Tailwind CSS, Express, Node.js, Bun

Tools & Platforms: Git, Docker, Podman, Cloudflare, Tailscale, Linux, Technolutions Slate

Databases: Microsoft SQL Server, SQLite

Testing & Development: Automated testing, code review, AI-assisted development