

Max Pelot

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EDUCATION

University of Georgia

Aug 2024 – May 2025

Master's in Emerging Media - May 2025 - GPA: 4.0

Athens, GA

Bachelor's in Computer Science - May 2024 - GPA: 3.9

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, Typescript, JavaScript, HTML/CSS, SQL, SwiftUI

Developer Tools: Full-Stack, AI Coding Tools, Claude, Git, AWS, Testing, Rest APIs, SQL, Docker, React, Vue.js, Nodejs, Nextjs, Express, Spring Boot, MongoDB, Firebase, Unity, Scrum, Agile

Relevant Coursework: Data Structures, Algorithms, Discrete Math, Systems Programming, Computer Architecture, Native App Development, Advanced Web Development, Virtual Reality, Computer Graphics, Project Management

EXPERIENCE

Web Developer (Freelance)

March 2026 - Present

Self-Employed

- Developing a credit union directory site with WordPress, implementing user accounts and a membership flow

AWS Certificate

October 2025 - March 2026

Solutions Architect Associate

- Learned to design, implement, and manage secure, high-performing, and cost-optimized distributed systems on the Amazon Web Services platform

New Media Institute @ UGA

Aug 2024 – June 2025

Graduate Assistantship

- Worked alongside the Georgia Department of Public Health to create a training for healthcare surveyors
- Drove technical execution of development, managing design, QA, and stakeholder communication
- Assisted the institute as an IT specialist and TEDxUGA Organizer

Cox Automotive

May 2024 – Aug 2024

Software Engineer / Salesforce Intern

Atlanta, GA

- Directly contributed to a professional Scrum team on a real-world company project with Salesforce instead of a traditional intern project, significantly accelerating the team's delivery timeline
- Developed event automation in Apex with robust unit testing

UGA Hacks

July 2023 – Feb 2024

Web Developer

Athens, GA

- Assisted development for two websites promoting the organization's hackathon events
- 9.ugahacks.com, 2.ugamakes.com

PROJECTS AND ACHIEVEMENTS

New Media Certificate | *VisionOS, SwiftUI, RealityKit, Git*

Jan 2024 – May 2024

- Developed a rhythm game for the Apple Vision Pro utilizing hand tracking and the Apple Music API
- Drove the game from early inception to release on the App Store using early developer documentation
- Coded a system for custom gesture recognition using finger joint position data

Game Development Projects | *Unity, C#, Aseprite, Git*

2021 – Present

- Curated a collection of games through game jams and club projects with custom art and music
- Developed a game that placed in the top 6% of [the largest competition on itch.io](https://itch.io)

Eagle Scout

2012 – 2020

Boy Scouts of America

Johns Creek, GA

CAMPUS INVOLVEMENT

Game Builders Club

Aug 2021 – May 2025

- Served as Vice President for 3 semesters to help run meetings, advertise, and coordinate club activities
- Helped grow the club from a few small teams to over 60 active members, with plans to acquire sponsorships
- Managed a group of programmers, artists, and musicians to develop a game in Spring 2023 as a Team Lead