Max Pelot

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EDUCATION

University of Georgia — Aug 2021 – May 2025
Bachelor's in Computer Science, Master's in Emerging Media - GPA: 3.9 — *Athens, GA*

William and Reed High School — Aug 2017 – May 2021
Valedictorian, Varsity Tennis — *Johns Creek, GA*

EXPERIENCE

Cox Automotive — May 2024 – Aug 2024
Software Engineer / Salesforce Intern — *Atlanta, GA*
- Contributed to a professional Scrum team on a real-world company project with Salesforce
- Participated in sprint planning, stand-ups, and demos while handling assigned user stories
- 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

Live Life Fun — May 2023 – May 2024
System Operations Assistant — *Peachtree Corners, GA*
- Led the design and development of a new training course for employee onboarding
- Quality assured the company's full-stack web application and managed the user story backlog

PROJECTS AND ACHIEVEMENTS

SMQT Training / Graduate Assistantship | *Articulate Storyline 360* — Aug 2024 – June 2025
- Worked alongside the Georgia Department of Public Health to create a training for healthcare surveyors
- Drove technical execution of development, balancing design, QA, and stakeholder communication
- Maintained test coverage and handled platform integration

Ritmo | *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 10% of a competition with over 7 thousand entries
- Every game has a webGL build and is playable in-browser at mpelot.itch.io

Boy Scouts of America — 2012 – 2020
Eagle Scout — *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

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, JavaScript, HTML/CSS, SwiftUI
Frameworks: React, Vue, Node.js, Next.js, Express
Developer Tools: Git, MongoDB, Firebase, VS Code, Visual Studio, Unity