

# Max Aiello

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Boston, MA

## Education

**WENTWORTH INSTITUTE OF TECHNOLOGY** | Boston, MA

Bachelor of Science in Computer Science | Expected Graduation: August 2027

Relevant Courses: *Operating Systems, Data Science Fundamentals, Network Programming, COMP Algorithms, Computer Science II, Physics II, Calculus II, Linear Algebra*

Spring 2024 Dean's List | GPA: 3.02

## Skills

### TECHNICAL SKILLS:

Designed modular systems in Python and C++; implemented CI/CD pipelines, automated unit tests, and reproducible cross-platform builds on Windows and Linux.

### PROGRAMMING LANGUAGES:

Java; C; C#; C++; SQL; Assembly; R; Python

### SOFTWARE:

Visual Studio; Eclipse; SolidWorks; VirtualBox; Oracle; GitHub; MySQL; Office

### PLATFORMS:

Windows; Kali Linux; WSL (Windows Subsystem for Linux)

### ADDITIONAL SKILLS:

High level object-oriented thinking, capable of creating a streamlined, efficient, and effective solutions.

## Projects

**WINDOWS AZURE CLOUD SECURITY TESTING** | Security Principles

January 2025 – April 2025

- Real-world cyber-attacks target commonly misconfigured IAM roles, exposed storage and endpoints, and weak service policies that enable unauthorized access and service disruption.
- Designed and executed a targeted penetration-testing lab in Azure that enumerated resources, tested privilege escalation and storage exposure workflows, and implemented automated misconfiguration checks and remediation playbooks using scripted probes and Azure policy templates.
- Documented prioritized vulnerabilities and shipped automated remediation and enforcement mechanisms that were integrated into engineering workflows to harden new deployments and reduce configuration-related exposure.

**NETWORK ORIENTED BLACKJACK** | Network Programming

September 2024 – December 2024

- Concurrent player connections caused desyncs between clients.
- Implemented a Python-based server-client architecture using TCP sockets; designed clear class abstractions for networking and game logic, handled complete packet transmission and state synchronization, and integrated client connection/turn management.
- Built Python TCP server-client architecture and modular game logic to support 8 concurrent players; reduced state desynchronization and lowered connection errors through explicit ACK/retry handling.

## Experience

**THE VILLAGE TAVERN RESTAURANT** | Kennebunk, ME - Busboy

June 2019 – March 2024

- Attentive to details and requests from customers and coworkers, providing them with thoughtful and rapid service.
- Thrived in a fast-paced, high-stress environment, maintaining composure and speed while coordinating team efforts to ensure collaboration and operational efficiency.
- Strived for mastery in efficiency, attention to detail and quality to maximize customer experience.