

Maxwell R. Zawisa

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| EDUCATION | University of Michigan, Ann Arbor, MI <i>Bachelor of Science in Engineering in Computer Science Engineering</i> GPA: 3.6/4.0 Relevant Coursework Computer Game Development, Software Engineering, Operating Systems, Mobile App Development, Web Systems, Data Structures and Algorithms, Computer Security, Computer Organization, Discrete Mathematics, Linear Algebra, Technical Communication | April 2021 |
| SKILLS | Languages: C++, C, C#, SQL, Java, Python, Swift, JavaScript, HTML/CSS, bash, Assembly Technologies: Git, Power BI, Unity3D, Open Source Contributor, React, Django, flask, unit tests | |
| EXPERIENCE | BS&A Software, Bath, MI <i>Software Development Intern</i> • Suspended due to COVID-19 pandemic Learning Care Group, Novi, MI <i>IT Intern</i> • Developed Power BI reports utilizing SQL and DAX queries for companywide consumption • Collaborated with a team of developers in an agile system to maintain reports • Built proof of concept ML models using Azure ML, KNIME and others to demonstrate the cost saving potential of predictive analytics use at Learning Care Group • Presented my Machine Learning Research findings to stakeholders Consumers Energy, Jackson, MI <i>Strategy Intern</i> • Designed several custom SharePoint sites using HTML and CSS for internal use • Assisted in Business Plan Deployment by preparing presentations for meetings with stakeholders Michigan Catering, Ann Arbor, MI <i>Dining Service Worker</i> • Communicated with chefs and wait staff to ensure equipment was available when needed • Maintained a clean kitchen by efficiently completing tasks while maintaining high standards | May 2020 - September 2020 June 2019 - August 2019 May 2018 - August 2018 |
| PROJECTS | Run With Max App • Developed an interactive running log to encourage MRun sprinters to stay active when distanced • Coded back end with Django REST framework and hosted server on an AWS EC2 instance • Designed front end iOS application using React-Native Vesuvius Video Game • Developed a video game in 6 weeks with 3 fellow game development students • Built using the Unity3D game engine and C# scripts • Created trailer and custom assets using the Adobe Creative Suite to achieve a professional look Zulip • Contributed to an open source project on GitHub • Overhauled an integration with an external service that drastically changed their API • Elicited requirements from power users to add useful features • Utilized continuous integration and unit testing to ensure high quality code | June 2020 - Present October 2020 - December 2020 November 2020 - December 2020 |
| ACTIVITIES | Michigan Running Club, <i>Sprint Training Chair</i> | April 2019 - Present |
| AWARDS | University of Michigan College of Engineering Deans List Fall 2020 EECS 183 Overall Showcase winner Fall 2017 with an iOS Application for the dining halls on campus Graduated Summa Cum Laude (Brighton High School, Brighton, MI - 4.06/4.00 GPA) | |