

MAXWELL OMDAL

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EDUCATION

University of Minnesota

September 2017 – Expected May 2019

- Bachelor of Science; Computer Science
- Minor; Mathematics
- GPA: 3.53

Lakeville North High School

2013 – 2017

- Graduated 3rd of 450

EXPERIENCE

Associated Software Developer, RBC Wealth Management

(September 2019 – Present)

- Further development of Process automation in Python.
- Worked closely with BSAs and Production Support to deliver a tool that could automate weekly tasks taking up to 8 hours.

Teaching Assistant, University of Minnesota Computer Science Department

September 2019 – Present)

- Helped with instruction for Program Design and Development, a writing intensive class focused on design patterns, documentation, and source code management.
- Led weekly labs, facilitating discussion on coursework and helping students learn.

IT Intern, RBC Wealth Management

June 2019 – August 2019

- Wrote production code to automate workflow setups by browser automation using Python, Selenium and BeautifulSoup. The RPA is estimated to save \$56,000 annually in labor costs.
- Created a python tool to upload spreadsheet data to SQL server and display daily performance test updates in Tableau server. The tool was built to increase productivity while executing performance analysis.

Web Developer, University of Minnesota Athletics Center

March 2019 – May 2019

- Supporting and expanding the University's intranet site for athletics.
- Full stack development in PHP with SQL Server.

Support Technician, Saint Anthony Falls Laboratory

November 2018 – June 2019

- Helped clean server data and worked in server center to add additional hard drive space in a RAID setup.
- Worked on Linux and Windows OS.
- Maintain robust workstations for heavy workloads.

IT Shared Systems Intern, Travelers Insurance

June 2018 – August 2018

- Built a tool to visualize transactions within a platform for delivering predictive models as a service. The web platform queries and aggregates data from a MongoDB database. Visualizations were created with D3.js. The platform is built on REST APIs using Angular and NodeJS.
- Placed 1st in an intern competition for progress over the course of the Summer in a handful of activities and events.

ACTIVITIES

General Member, Design-U

January 2018 – January 2019

- Collaborated on a team of five completing User Interface work for local non-profits and startups. Used tools such as Adobe Illustrator, InDesign, and Slack.
- Developed a Wireframe/UX for mobile app for *Tavolo*, a startup aiming to disrupt the modern dining experience.

Guild of Robotic Artisans – Project Manager

September 2018 – May 2019

- Leading a team studying machine learning and its applications in art and painting. The project goal is to use TensorFlow to identify shapes in an image, then reproduce the path necessary to paint a series of shapes onto a canvas with gcode. Project managed in Git and GitHub.

Founder and President, Programming Club

2015 – 2017

- Taught a group of 40 students the fundamentals of programming with Java, HTML & CSS, and Raspberry Pi.
- Recognized as a local technology leader and received invitation to join the ISD 194 Technology Committee.

AWARDS

Speaker, Commencement Address

June 2017

- Spoke at high school graduation of 450 students on the importance of hard work and passion for learning.

1st Place, University of Minnesota Innovation Challenge

November 2017

- Won 1st place for an app concept to help students stay safe on campus with access to safe walking routes and transportation and presented app to a board of judges.

Recipient, Iron Range Scholarship

December 2016

- Won a four-year scholarship from the University of Minnesota for academic excellence.