Website Layout Guide

**Pages:**

About

Contact

Projects

**Landing: (Insert processing.js visualization in the background)**

Maxwell Omdal

I’m building new tools for Visualization

**About:**

Hello! I’m Maxwell, a graduate student at the University of Minnesota.

I’m primarily interested in Computer Science for applications in visualization. I aim to produce tools that enhance individual’s experiences through meaningful visualization techniques.

I’m currently in the University of Minnesota’s [Interactive Visualization Lab]( <http://ivlab.cs.umn.edu>) on Augmented Reality tools for scientific visualization.

Here are some of the technologies I’ve worked with through various experiences:

* Unity Engine
* Python & Scientific Computing Libraries
* C/C++
* C#
* Swift
* Blender

**Projects:**

* AR localization for scientific visualization
* CPU Raytracer
* A comparison of CycleGAN and DualGAN for Artistic Image-to-Image translation
* Recommender system using the Slope One algorithm for rating predictions
* Bucketz, an iOS game built with Swift

**Contact:**

Say Hi Button: opens email link with my address

Links to:

* Github: https://www.github.com/momja
* LinkedIn: <https://www.linkedin.com/in/maxwell-o-38a969101/>