Maxwell Powell

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Education

The Ohio State University, Columbus, OH B.S. Computer Science Engineering, focus in Software Engineering, Graduation: May 2018 Overall GPA (4.00 Scale); 3.73

Qualifications

- Programming Languages: Java, C, C++, C#, Ruby/Rails
- Experience with web-development: HTML, CSS, JavaScript, Responsive Design
- Knowledge of Object-Oriented Design and Software Development Lifecycle
- CSE Coursework: Software Components; Software Development and Design; Discrete Structures; Data Structure and Algorithms; Low-Level Programming and Computer Organization; Operating Systems; Digital Logic; Design, Development, and Documentation of Web Applications
- STATS Coursework: Statistics for Engineers; Intermediate Data Analysis
- Comfortable in Macintosh, Windows, and Linux-based Operating Systems

Work Experience

Crown Equipment Inc., New Bremen, Ohio Production Support (September 2013 - February 2014)

- Preformed general warehouse duties

OSU Office of Student Life, Columbus, Ohio

Production (August 2015 - Present)

- Preform event preparation duties
- Handle client requests

United States Air Force, Mansfield, Ohio

Air Transportation Specialist, September 2013-Present

- Air Force Basic Military Training Honor Graduate, May 2014
- Air Transportation School Honor Graduate, July 2014

Project Experience

-OSU FEH Robot Competition: Developed and deployed robotics software for semester-long group project focusing on design, development, documentation, and inter-disciplinary teamwork.

- -RSS Reader: Developed a Java application for querying and reading RSS feeds.
- -RSS Aggregator: Developed a Java application for aggregating content from multiple RSS feeds into a single HTML document.
- -String Reassembly: Developed Java application for simulated DNA sequencing.
- -GUI Calculator: Developed a Java application implementing a calculator using the Model-View-Controller Design Pattern.
- -Tag Cloud Generator: Developed a Java application for generating tag clouds from text input.
- -Game of Set: Contributed to development of game written in Ruby and version-controlled via git.
- -Web Scraping: Contributed to development of a Ruby solution for collecting data on upcoming events.