

# Reece Holmdahl, Software Engineer

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## LINKS

[LinkedIn](#), [Website & Portfolio](#)

## PROFILE

Inspired Software Engineer with 1.5 years of experience at OWC, where I led key development projects, including rearchitecting a critical data integration solution and migrating internal business solutions to Microsoft D365. Experienced with building business-facing products, supporting customer-facing products, Agile development, prototyping, front- and back-end frameworks, and high-level languages. Excellent communicator keen on including all perspectives and seeking improvement through constructive feedback. Excited to collaborate with diverse people across teams and contribute to interesting and innovative projects.

## EMPLOYMENT HISTORY

Jun 2024 — Sep 2024	<b>Seasonal Expeditor, Pursuit Collection</b> Seasonal work immediately following undergraduate studies.	Seward, AK
Sep 2023 — May 2024	<b>Shift Lead Barista, Caribou Coffee</b> Part-time barista and manager on duty during final year of undergraduate to focus on studies.	Minneapolis, MN
Jun 2023 — Aug 2023	<b>Seasonal Line Cook, Aramark</b> Seasonal work between semesters of undergraduate studies.	Bryce Canyon, UT
Aug 2022 — Jun 2023	<b>Software Engineer I, Other World Computing</b> <ul style="list-style-type: none"><li>Led the redesign of the Salesforce-ERP data integration solution, managing the entire process from scope definition to successful implementation, with guidance from the Staff Engineer.</li><li>Crafted maintainable and reliable business-facing solutions, incorporating front-end frameworks, RESTful APIs, data caching and storage, and efficient data processing techniques.</li><li>Skillfully communicated across departments, regularly engaging with stakeholders, department heads, and executives on high-priority projects and strategic initiatives.</li><li>Refined code quality in my projects by using software design patterns, leveraging software packages, and following framework best practices.</li><li>Drove the documentation efforts for our department's best practices and application bootstrapping within our department, promoting knowledge sharing and standardization.</li></ul>	(Remote) Woodstock, IL
Apr 2022 — Jul 2022	<b>Jr. Software Engineer, Other World Computing</b> <ul style="list-style-type: none"><li>Gained expertise with the back-end tech stack and DevOps suite through practical training with the Staff Engineer and self-guided learning.</li><li>Engaged in weekly cross-functional training with other engineers to explore different technologies and collaboratively solve problems.</li><li>Effectively communicated the status of my sprint tasks and epics to my manager and stakeholders with clarity and transparency.</li><li>Precisely executed end-to-end DevOps processes for an assigned set of solutions.</li><li>Demonstrated outstanding performance as a Jr. Software Engineer, leading to a full-time position offer after just 4 months.</li></ul>	(Remote) Woodstock, IL
Sep 2021 — Jan 2022	<b>Undergraduate Research Assistant, University of Minnesota Duluth</b> <ul style="list-style-type: none"><li>Applied my technical skills to support research at the University of Minnesota Duluth's Gamification and Transportation Lab.</li><li>Developed an MVP back-end server for a mobile app using Node.js: implementing Auth0 for user authentication, leveraging Apache Cassandra for persistence, and serving basic API CRUD functionality with Express.</li><li>Initiated the integration of Geotab's vehicle data API with the mobile app, successfully establishing the first programmatic connection to access the collected transportation data.</li><li>Reported on progress during weekly status meetings to align project goals.</li></ul>	Duluth, MN

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EDUCATION

Jan 2021 — May 2024	<b>Bachelor of Science, University of Minnesota</b> <ul style="list-style-type: none"><li>• College of Science and Engineering graduate with Computer Science major and Mathematics minor.</li><li>• Dean's List, Fall 2021</li></ul>
Aug 2019 — May 2021	<b>Associate of Arts and Sciences, Inver Hills Community College</b>
Sep 2017 — Jun 2021	<b>High School Diploma, Eagan High School</b>

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SKILLS	Communication	Expert	C++	Experienced
	Collaboration	Expert	Python	Skillful
	Software Engineering	Experienced	Node.js	Experienced
	Backend Development	Experienced	ASP.NET	Experienced
	Agile Methodologies	Experienced	SQL	Skillful
	Git	Experienced	React	Skillful
	CI/CD	Experienced	Machine Learning	Beginner
	Automated Testing	Skillful	Prompt Engineering	Beginner
	RESTful APIs	Experienced		

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EXTRA-CURRICULAR ACTIVITIES

Jul 2018 — May 2020	<b>FIRST Robotics Competition, Eagan High School</b> <ul style="list-style-type: none"><li>• Key contributor to FRC team 2220 for two seasons as the programming sub-team lead.</li><li>• Gained early insight into key Software Engineering principles like iteration, collaboration, design patterns, and documentation.</li><li>• Honed my problem-solving skills by solving time-critical problems in a real-world environment.</li><li>• Developed a razor eye for mistakes in code, since a software issue could destroy hours of work and cost thousands.</li></ul>
Sep 2021 — May 2022	<b>President of Alpha Sigma Phi, University of Minnesota Duluth</b> <ul style="list-style-type: none"><li>• Chosen by national alumni to be the president of a first-year chartered fraternity with 18 members.</li><li>• Worked closely with 6 members in leadership, solving problems related to funding, outreach, recruitment, and event holding.</li><li>• Skillfully navigated the demanding balance of work, school, and extra-curricular activities; later received the Arrowhead Award for outstanding service to a registered student organization.</li></ul>

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REFERENCES

**Steve Briggs from Other World Computing**  
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**Doug Abrahamson from Other World Computing**  
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**Sheila Morales from Caribou Coffee**  
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