

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>	April 2021
	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	
SKILLS	Proficient Languages: C++, C, C#, SQL	
	Familiar Languages: Java, Python, Swift, JavaScript, HTML/CSS, bash, Assembly	
	Technologies: Git, .NET, Unity3D, Open Source, React, Django, flask, unit testing, docker	
EXPERIENCE	Amrock, Detroit, MI	June 2021 - Present
	<i>Associate Software Engineer</i>	
	<ul style="list-style-type: none">• Solve business problems by designing and implementing software solutions• Maintain a monolithic .NET application and create new domain specific services	
	Learning Care Group, Novi, MI	June - August 2019
	<i>IT Intern</i>	
	<ul style="list-style-type: none">• 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	May - August 2018
	<i>Strategy Intern</i>	
	<ul style="list-style-type: none">• Designed several custom SharePoint sites using HTML and CSS for internal use	
PROJECTS	Run With Max App	June 2020 - June 2021
	<ul style="list-style-type: none">• Developed an interactive running log to encourage MRun sprinters to stay active when distanced• Implemented a REST API using Django REST framework hosted in AWS• Designed a front end iOS application using React-Native	
	Vesuvius Video Game	October - December 2020
	<ul style="list-style-type: none">• Developed a video game in 6 weeks with 3 fellow game development students• Built using the Unity3D game engine and C# scripts	
	Zulip	November - December 2020
	<ul style="list-style-type: none">• Contributed to an open source project on GitHub• Overhauled an existing 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	
ACTIVITIES	Michigan Running Club, <i>Sprint Training Chair</i>	April 2019 - April 2021
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)	