MAXWELL NEMEC

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EDUCATION

Rochester Institute of Technology

Grad. May 2025 BS in Software Engineering

EXPERIENCE

Ansys Software Engineer Intern

August 2023 - Present Cannonsburg, PA (Remote)

- Built an extensible full-stack application that greatly optimizes the software bill of materials (SBOM) workflow for developers while helping to ensure Ansys product security for customers.
- Utilized Python with PyQt5 to build a user-friendly and responsive front end. Created a back end with MySQL for persistent data storage.
- Automated the validation process with a pipeline to ensure consistent SBOM file accuracy.

Northwestern Mutual

June 2022 - August 2022

Software Engineer Intern

Milwaukee, WI

- Operated in an Agile environment to optimize various processes related to the storage and retrieval of insurance policy data and personal information for 4.5m+ clients.
- Utilized Java with Spring to reduce the number of SQL queries to a MySQL database within 2 specific GraphQL requests by 50
- Leveraged Spring Aspect Oriented Programming techniques to abstract common logging processes to an annotation which greatly reduces code duplication.

Habitat for Humanity

August 2022 - May 2023

Club President

Rochester, NY

• Led and organized weekly opportunities for students to volunteer with Habitat for Humanity to build affordable housing.

PROJECTS

Nutrikit - React, PostgreSQL, Flash, Python, JavaScript, CSS, Heroku

- Developed a full stack application that tracks foods eaten and counts their macronutrients toward a user's goal.
- Created back-end infrastructure in PostgreSQL and deployed a RESTful API with 8+ endpoints, enabling create, read, update, and delete operations.
- Implemented a responsive and user-friendly front end using the React framework.

maxnemec.com - Figma, CSS, JavaScript, HTML, Netlify

- Designed my personal portfolio website from scratch using Figma.
- Created maxnemec.com using modern techniques to make the site accessible to a wide range of users.

Web Checkers - Java, Spark, HTML, CSS

- Collaborated in an Agile environment with a team of 3 to create a multiplayer, web-based, checkers application.
- Engineered seamless multiplayer functionality and move validation to ensure a fair and fun game.

SKILLS

Confident Java • Object Oriented Programming • Python • GraphQL • CSS • Git **Familiar** React • SQL • JavaScript • C • Kubernetes • AWS • Spring