

Maxwell Schneider

434-282-4860 | maxschneider@vt.edu | maxschneider.dev

Education

Virginia Tech

December 2025

Bachelor of Science in Computer Science, Minor in Mathematics (GPA: 3.84 / 4.00)

Blacksburg, VA

- **Relevant Coursework:** Computer Systems, Data Structures and Algorithms, GUI Programming & Graphics, Software Engineering, Applied Combinatorics, Computer Organization, Cryptography, Discrete Mathematics

Experience

Investure

Charlottesville, VA

Software Engineer Intern

September 2024 - Present

- Automate retrieval of financial statements from investment fund portals
- Develop a web navigation agent in Python to autonomously download documents using OpenAI's API and Playwright

Reporting & Analytics Intern

May 2024 - August 2024

- Recreated SQL data load processes to support targeted update functionality, reducing effective load times by ~92%
- Developed an exchange, transform, and load process using Python, pandas, and SQLAlchemy to transform investment metadata into a hierarchically organized ownership structure with ± 5 basis point accuracy

Virginia Tech Dining Services

Blacksburg, VA

Student Hiring Administrator

April 2024 - Present

- Automated manual processes with Microsoft Power Platform, eliminating human error and halving the time required to process an applicant
- Optimized hiring process by identifying bottlenecks in appointment scheduling, increasing hiring throughput by ~140%

Projects

Ithildin | *React, Vite, ASP.NET, Mantine, SQLite, nginx, Docker*

September 2024 - Present

- Develop password management software to match the security of paid software with techniques such as two-secret password encryption, while maintaining the simplicity and convenience of browser built-in password managers
- Deploy on a VPS using Docker Compose, bundling containers for the frontend, backend, and a nginx reverse proxy service to route traffic to Cloudflare with end-to-end HTTPS
- Create a deployment pipeline to automatically build and deploy Docker containers following a push

Customized Shell | *C, POSIX*

August 2024

- Emulated base functions of bash shell in C including job control, process group management, signal handling, terminal control, and I/O redirection
- Utilized the POSIX API to spawn/manage processes and support I/O pipelines

Workwise | *React, Express, MongoDB, Node*

January 2024 - May 2024

- Led a team of 6 in a semester long project, developing a fully-featured employee management system using Agile methodology
- Contributed to all components of the application, implementing session-based authentication, REST API, React components, and database schemas

Course Bot | *Python, Selenium*

July 2023

- Created a web scraper to monitor course seat availability, outperforming paid services by ~10 seconds

Vector | *C#, C++, WPF, MySQL, PHP*

June 2020 - August 2022

- Developed and sold video game scripting software primarily built with C# and WPF, netting ~\$10,000 in sales
- Supported 500+ users with a web-based user panel to manage accounts, desktop software for the core application, and security methods to prevent unauthorized distribution

Technical Skills

Languages: C#, C/C++, Python, Java, PHP, SQL, JavaScript, HTML/CSS, Assembly

Technologies: Docker, React, nginx, Apache, Express, SQLAlchemy, WebGL, Git, Conda, jQuery, Bootstrap, Mantine, Material UI, ASP.NET, Node