

[Alex Yeh](#)

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EDUCATION

University of Las Vegas, Nevada

Bachelor of Science in Computer Science

Expected Graduation: August 2026

WORK EXPERIENCE

Intern, Legio Vox Studios

October 2024

- Collaborated with cross-functional teams to identify and resolve critical development tasks, improving software performance and delivery timelines.
- Led the debugging and optimization of key application features, including user account management, administrative controls, and UI for combat turn order systems.
- Contributed to bi-weekly team meetings to track progress, conduct code reviews, and implement pair programming solutions for complex software challenges.
- Implemented Unity Version Control to create multiple workflows, ensuring stable deployments of software and organized, self-contained software testing.
- Developed and enhanced game features in C# by integrating new and pre-existing systems using object-oriented programming principles, increasing user engagement and satisfaction.

PROJECTS

[gymAPP](#) • Full-stack Gym Tracker

- Designed and implemented responsive web interfaces using **HTML**, **CSS**, and **JavaScript**, ensuring optimal usability across devices.
- Engineered a robust backend system using **Node.js** and **Express**, integrating **MongoDB** for data management, resulting in efficient query response times that improved user experience by reducing loading delays to under 2 seconds.
- Developed effective session implementation strategies leveraging **Express Sessions** alongside **MongoDB**, ensuring reliable user experience while managing over 10 concurrent sessions without performance degradation.
- Utilized **Git** for version control to manage feature development and collaborated on **Github** for organized and transparent project progress.
- [Deployed](#) through the Render platform for reliability and scalability

TECHNOLOGY & SKILLS

Languages:

Proficient: C++, Javascript, HTML/CSS, C#, Git

Some Exposure: SQL, Typescript

Libraries: Tailwind, Node JS/Express JS, Bootstrap, React

Tools: Visual Studio, Visual Studio Code, Github, MongoDB, Figma, Render, Unity,

Unity Version Control, Favro, Trello