

Alex Bruns

Software Engineer

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OBJECTIVE

I'm a driven computer science undergraduate with ~2.5 years of industry experience. I'd like to broaden my skill base by working at a larger company (compared to my previous experience at a startup) to increase my value to a future employer upon graduation in December of 2020.

EDUCATION —

Graduating: Dec. 2020

Major: B.S. Computer Science Institution:
University of Minnesota – Twin Cities

Graduated

Major: General Associates Degree (2yr)
Institution: Normandale Community
College

EXPERIENCE

2019, June - Present

Full Stack Software Engineer • Topl

2018, August – 2019, June

Backend Software Engineer • Topl

2018, January – 2018, August

Software Engineering Intern • Topl

At Topl, a financial technology startup, I've moved up the ranks of the technical team to become a critical engineer. I've shipped 5 projects to production, and have worked on every level of every stack used by Topl, MERN / LAMP / JAM.

KEY SKILLS * —

C, C++, Python (3/2), JavaScript, HTML, CSS, Java, Scala, Elm, OCaml, Standard ML, Prolog, Pascal, x86, MIPS, React, NextJS, Redux, Flux, Map Box API, Google Maps API, Material UI, Bootstrap, Ant Design, MongoDB, Express, JWT usage, SSL usage, YACC, MacOS, Windows, Ubuntu, OpenBSD, and Arch Linux

** I've written non-trivial things in/using everything listed. > 5,000 LOC.*

PERSONAL PROJECTS

I mess around with too many personal projects to count, but some of my favorites include, Scallion (a compiler for a programming language I designed myself), ExArb (an automated arbitrage bot that actually made me a profit!), and TrashMaps (a trash bin monitoring and reporting service built during Minnehack 2020 which won 2 categories, people's choice & best use of MongoDB).