Alexander Scheibe

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Education

University of Wisconsin - Madison Sep. 2021 – May 2025

Bachelor of Science in Computer Science and Data Science *Madison, WI*

- Cumulative GPA: 3.9/4.0
- Dean's List (Fall 2021 - Present)
- Relevant Coursework: Object Orientated Programming (Java), Data Structures and Algorithms (Java), Operating Systems (C), Data Science Programming I/II (Python), Intro to Computer Engineering, Discrete Mathematics, Machine Programming (C), Data Modeling I/II (R), Statistics for Engineers (R), Linear Algebra, Calculus I/II

Work Experience

Information Technology Help Desk Specialist June 2022 – Present

University of Wisconsin - Madison *Madison, WI*

- Provide remote support for various university services in an efficient manner
- Communicate with managers and team members regarding complex issues

Apple Technician Sep. 2019 – Aug. 2021

Computer World (AASP) *Appleton, WI*

- Diagnose and repair software and hardware issues Apple devices with a specialization on Macs
- Regularly utilize Bash/Zsh and command line tools to perform complex repairs and automate mundane processes
- Work in a team-based environment on large scale repairs and communicate the entire process clearly to customers

Activities

Computer Sciences Undergraduate Projects Lab Sep. 2021 – Present

- Collaborate with fellow students on various Computer Science projects
- Attend lectures on various topics in Computer Science hosted by guest speakers
- Participate in "hackathon" events hosted by organizations associated with the lab and the lab itself

FIRST Robotics Competition Sep. 2017 – Present

- Mentor (2021 - Present) | Team Captain (2020 - 2021) | Lead Programmer (2018 - 2020)
- Robots made to perform complex tasks such as PID based autonomous navigation and computer vision
- Developed multiple desktop apps and websites from scratch alongside teammates to benefit the team as a whole

Congressional App Challenge Sep. 2019 – May 2021

- National application development competition hosted by Congress
- Won in 2020 - Developed a game in Java that introduces the concept of AI in a fun way to the everyday person

Projects

Sparks: A G-Code Editor | *Java, XML, JavaFX, JUnit, Scene Builder - Gluon, Git*

- Desktop application that allows a user with no experience to write G-Code based on a WYSIWYG model
- Application utilized by high school robotics team and presented to Rep. Mike Gallagher

Wii Remote Robot | *Java, Python, WPILib, OpenCV, Git*

- Robot controlled purely by Wii Remote gyro controls
- Utilized OpenCV to add computer vision via webcam, allowing robot to be controlled remotely over WiFi
- Developed an advanced PID-based algorithim for navigational purposes

Robotics Website | *HTML/CSS/JS, Bootstrap, Java, Spring, Git*

- Website developed from scratch for high school robotics team
- Front-end built from the ground up with some formatting assistance via Bootstrap
- Implemented RESTful Java back-end via Spring in order to more easily update website content

Technical Skills

Languages: Java, Python, C/C++, C#, JavaScript, HTML/CSS, R, Bash/ZSH
Frameworks: Spring, Django, Vue, React, JavaFX, JUnit, .Net
Developer Tools: Linux, Git, AWS, GCP, Visual Studio, Visual Studio Code, RStudio, IntelliJ, Unity
Libraries: Bootstrap, Tidyverse, Pandas, NumPy, Matplotlib