

# Alex Harmon

Software engineer and Video Game Developer

2125 N 40 W apt 364

Provo, Utah 84604

(971) 340-8912

[alexharmon0427@gmail.com](mailto:alexharmon0427@gmail.com)

[graphicnerdity.itch.io](https://github.com/AleHarm/Code-Portfolio)

[linkedin.com/in/alexharmon1](https://github.com/AleHarm/Code-Portfolio)

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## WORK EXPERIENCE

### Technology and Facilities Manager

Moxie Pest Control, Provo Utah

SEPT 2022 - PRESENT

Working with a remote team to streamline IT needs to a sales office

- Communicating effectively
- Managing device inventory
- Administrating SaaS systems
- Troubleshooting emergency software and hardware needs
- Meeting deadlines
- Corporate experience

Frequently managing AV for sales trainings

- Coordinating meetings effectively between departments
- Streaming to YouTube
- Controlling camera angles, lights, and audio
- Dealing with emergency technical difficulties

Performing handyman duties

- Solving problems while keeping a budget in mind

### Full Stack Web Development Internship

Moxie Pest Control, Provo Utah

APR 2023 - SEPT 2023

Worked full-time in Coursera to receive multiple certificates related to full stack web development and Django. I gained valuable experience in self-driven problem solving and language learning. I completed a capstone project, creating a functional website for a hypothetical company.

During this time I also gained valuable experience working remotely, and developed my ability to finish tasks on a deadline and communicate effectively to distant coworkers

## SKILLS

Troubleshooting  
Google Workspace  
Creative Problem Solving  
Constant Learning  
Unity Game Engine  
Team Projects  
Project Planning  
Corporate Card Use  
Clear Communication  
Customer Relations  
Unmatched Work Ethic  
Common Sense

## CERTIFICATIONS

APIs  
Back-end Developer Capstone  
Django Web Framework  
Intro To Databases  
Programming in Python  
The Full Stack  
Version Control

## CODING LANGUAGES

C  
C++  
C#  
Python  
Java  
JavaScript  
HTML  
CSS

## Freelance Software Engineer

I build applications to solve problems that local businesses have. Some of the work I've done has included:

- An automated attendance marking and athlete organization system
- An indicator for swimmer skill level based on a variety of criteria
- A robust and easy to use list to tracker current projects and project proposals
- An event check-in program capable of not only signing people in, but also identifying unauthorized persons
- An image uploader, capable of uploading in batches

## Video Game Developer

Started at a young age to develop video games. Most recently, a virtual version of the board game Mancala with a fun twist which took about 3 months to finish. Other games were made using tutorials to gain valuable knowledge in Unity and C#.

This is done in my free time outside of work and school, so it's slow going, but my passion project. Currently in progress of my next game, a top down ARPG of sorts, based on microorganisms.

## EDUCATION

### Brigham Young University, BS, Computer Science

2021 - 2025

## LANGUAGES

Fluent English  
Business Proficient ASL

## SOFTWARE EXPERIENCE

EZOfficeInventory  
Jamf  
Apple Business Manager  
Google Workspace  
Avigilon Alta (OpenPath)  
WireShark  
ChatGPT  
Perplexity  
BrightSign Author  
ClickUp  
OBS  
Reaper  
Zoom  
YouTube  
Docker  
Slack  
Linux  
Windows  
Mac