

# Alejandro Lara Lima

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PROFESSIONAL SUMMARY

Applied Computer Science student (Game Design) at George Mason University with a foundation in Java and C programming. Transitioning years of high-stakes accountability in auditing and technical systems maintenance into software development and production-focused roles.

## EDUCATION

George Mason University | B.S. Applied Computer Science (Game Design) | Expected 2028  
Northern Virginia Community College | A.S. Information Technology | 2017

## WORK EXPERIENCE

- Costco Wholesale | Backup Administrator

2024 – Present, Fairfax Virginia

  - Data Entry & Systems Administration:** Leveraged proprietary enterprise software to manage inventory databases, perform complex data entry, and ensure high levels of data accuracy for warehouse operations.
  - Auditing and communications:** Collaborated with Sales Auditors to verify transaction logs and reconcile financial data, ensuring the integrity of the store's "ledger" and reporting systems. Managed inbound communications and delegated requests to appropriate departments or management tier.
  - Secure Resource Management:** Entrusted with unsupervised "Vault" operations, managing physical and digital assets under strict security protocols and regulatory compliance standards.
- Costco Wholesale | food service specialist

2018 – 2024, Fairfax Virginia

  - Workflow Optimization:** Coordinated within a fast-paced team to manage production pipelines, ensuring output met strict quality and timing benchmarks.
  - Technical Maintenance:** Performed deep-level troubleshooting and preventative maintenance on complex mechanical systems (3-tier ovens, pressurized units) to ensure maximum uptime.
  - User Experience (UX):** Directly resolved "end-user" (customer) conflicts by identifying bottlenecks in the service loop and implementing immediate solutions.
- Microcenter | Point-of-Sale Specialist

2015-2017, Fairfax Virginia

  - Hardware Knowledge & Technical Communication:** Provided high-level product information to enthusiasts and professionals regarding PC components, peripherals, and consumer electronics.

## PROJECTS

- Recursive Game State Simulator | Java, OOP

Spring 2024

  - Developed a two-player Tic-Tac-Toe simulation by implementing recursive logic to manage and evaluate dynamic game states.
  - Applied Object-Oriented Programming principles to validate win conditions and handle player input cycles.
  - Ensured a seamless "game loop" experience through rigorous debugging and logic flow optimization.
- Graph-Based Data Implementation | Java, Algorithms

Fall 2025

  - Engineered a graph data structure to represent networked nodes and solved pathfinding problems using traversal algorithms.
  - Optimized algorithmic complexity to improve memory efficiency and data processing speeds within the Java environment.
  - Documented technical challenges and solutions throughout the development lifecycle to ensure code maintainability.

## TECHNICAL SKILLS

Languages: Java, C, python  
Developer Tools: Git, GitHub, Unity, Blender, Visual Studio Code  
Methodologies: Object-Oriented Programming (OOP), Recursive Logic, Data Auditing, Asset Management