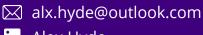
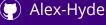
# Alex Hyde

Software Engineering student









# Experience

#### **Brampton Entreprenuer Center**

Software Developer

# **Projects**

#### CoolGame



A two dimensional level based game hosted entirely on the web. Developed completely from scratch using vanilla JavaScript with custom animations, movement, controls, enemy AI, menu screens, and game screens. Developed in a 3 person team. Languages: JavaScript, HTML



## **Planner**



Allows you to easily keep track of tasks and assignments, with implemented study sessions to use when working on said tasks. Also implements a calendar to keep track of due dates and upcoming tasks/events.





**Languages: Python** 

## **Battleship**



Implementation of the classic game Battleship using an Arduino. The game is displayed on a 32x16 LED display and includes PvP and PvE multiplayer with multiple Al difficulties. Developed in a 5 person team.



# Walk-a-Block

Languages: C





An Android app that influences people to walk to local businesses rather than driving to or ordering from large chain enterprises by rewarding users with coupons. Implements Google Maps API to display directions and keep track of the user's speed. Languages: Java, XML



## Personal Website





Fully responsive website that adjusts to different screen sizes and is mobile friendly. Languages: JavaScript, HTML, CSS



#### Skills

#### Languages:

JavaScript, Python, C, Java, HTML, CSS, XML

#### Other:

Git, Git Bash

# Contests/Awards

#### Spark Hackathon 2019

2nd overall (40+ teams) Best pitch Commercialization award

#### Aurora hackathon 2018/19

1st and 2nd overall

#### Math@Mac 2019

Top 20 (692 teams)

### Education

#### **University of Waterloo**

Software Engineering 2025

- > 97.1% average (4.0 GPA) Software Engineering
- entrance Scholarship President's scholarship of
- distinction

#### **Aurora High School**

98.3% grade 12 top 6 average