Alex Hyde

Software Engineering student

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in Alex Hyde
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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 AI difficulties. Developed in a 5 person team.
Languages: C

Walk-a-Block
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