Alexander Odorico

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EDUCATION

York University

Sept 2021 - Apr 2025

Bachelor of Science, Honors Computer Science

Toronto, On

GPA: 3.8/4.0

Relevant Course Work: Data Structures and Algorithms, Object-Oriented Programming, UI/UX Design,

Database Management Systems, Software Design, Operating Systems, Computer Networks

TECHNICAL SKILLS

Languages: C/C++, C#, Java, Python, JavaScript, TypeScript, HTML/CSS, MySQL/PostgreSQL, Bash

Frameworks: React, Node.js, Express.js, Spring, Flask, Bootstrap, JUnit

Developer Tools: Git, Linux, UNIX, Windows, Maven, Gradle, AWS, Azure, Google Cloud, Docker, Postman

EXPERIENCE

SEO Strategist Intrapreneurship

May 2023 - June 2023

VFC | CanAge

Toronto, On

- Developed an **SEO strategy** for an assigned business as part of a 60-hour project.
- Used MOZ and Google Analytics tools on a weekly basis.
- Created a site prototype to demonstrate **Semantic SEO** by leveraging site metadata.

Tutor July 2022 - Sept 2022 Toronto, On

Pham Learning

- Tutored students grades 9-12 in science and mathematics.
- Assigned the responsibility of creating a Python beginner's course, teaching 5 students weekly.
- Employed different mediums to demonstrate basic coding concepts and sought feedback from the employer to improve students' experiences.

PROJECTS

TTC Tracker | React, TypeScript, Node.js, Express.js, PostgreSQL, Bootstrap, AWS

- Built a web application with a **RESTful** backend in **Express.js**, implementing **20+** routes including **CRUD** actions.
- Leveraged PostgreSQL and JWT tokens with server-side cookies to create a secure authentication flow.
- Used **Axios** to collect a live feed of TTC vehicle locations from a **REST API**. Displayed this info to the user with the Google Maps API and responsive React components. Cached paid requests, reducing monthly costs by 42%.
- Hosted the application with an EC2 (Elastic Compute Cloud) Ubuntu instance on AWS.

YorkU Library System | Java, Spring, MySQL, Azure, Maven, JUnit

- Deployed a backend service built in Spring with CRUD actions on a MySQL database. Connected the backend to a Java Swing app, using threads to create a responsive GUI solution as an MVC architecture.
- Used Maven and Git to coordinate the development of software among a 4-person team.
- Created a clean architecture, incorporating over 6 design patterns to adhere to SOLID design principles.
- Tested the app with JUnit using end to end testing and integration testing, achieving 90%+ line coverage.

MyAniBot | Node.js, Express.js, Redis

- Developed a fully-featured Discord bot in Node.js with a user search history system.
- Made asynchronous API calls to access the MyAnimeList.net database.
- Implemented the OAuth2.0 protocol using Express.js to collect access tokens.
- Cached user data and access tokens with Redis, creating a secure authorization system.

Sudoku Prime | Java, Android, Gradle, JUnit

- Produced an Android application with a playable sudoku interface in a 4-person team.
- Helped the team by creating JUnit tests. Used debugging software to efficiently troubleshoot errors.
- Connected the app to an API to gather boards of different difficulty levels.
- Implemented a back-tracking algorithm for board solving with a visualization feature.