Alex Cristea
Computer Science Student

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🎓 Education

Champlain College Saint-Lambert — 2022 – 2025
Computer Science and Technology — *Saint-Lambert, QC*

École Internationale Lucille-Teasdale — 2017 – 2022
General Studies / High School Diploma — *Brossard, QC*

🥧 Experience

Ministère de l'Emploi et de la Solidarité sociale du Québec — May 2024 – Sep. 2024
Tech Support Assistance / Office Clerk — *Brossard, QC*
> Closely worked with the branch's director to bring technical projects to life (Visual Basic, Microsoft Access, assorted IT related projects, etc)
> Served as IT support for colleagues when problems did not reach an administrative level
> Learned and closely followed countless strict procedures in regards to processing new or existing citizen files– adapted quickly to the government's citizen database and system

Maison internationale de la Rive-Sud (MIRS) — Jun. 2022 – Sep. 2022
Office Clerk — *Brossard, QC*
> File management, filing, archiving, and digitization
> Responsible for phone calls and receiving people at the front desk
> Communication with teammates and immigrants from diverse cultural backgrounds

⚗ Projects

Haven Labs – Online Store Platform — Aug. 2024 – May 2025
Developer and Frontend Designer — *ASP.NET, CSharp*
> Meticulously planning every aspect of the project using Agile methodology and Jira
> Implementing integration with Shopify API to provide a smooth checkout experience for users
> Working closely with the client and his label/logo designer to bring their aesthetic choices to life

Champlain Pet Clinic – Microservices Project — Aug. 2024 – Nov. 2024
Scrum Master and Developer — *Java, TypeScript, React*
> Managed Scrum meetings and the division of tasks amongst the team
> Full-stack development: designing UI, coding business logic and tests, and implementing API calls
> Worked closely with other teams to implement inter-service features

Vileness Slim – Upcoming Video Game — 2024 – 202X
Lead Designer, Artist and Developer — *Unity, CSharp, Blender*
> Designing and implementing intricate action/horror gameplay mechanics and systems
> Use of custom shaders and a modified lighting engine to emulate older hardware
> Coordinating with musicians and other artists to reach a united creative vision

⚙ Skills

Soft Skills Auto-didactic, Meticulous, Team Player, Adaptable, Collaborative, Empathetic, Punctual, Thinker
Languages Java, CSharp, PHP, Python, C++, VBA, SQL, Kotlin, Swift, Bash
Frameworks Spring, Laravel, Unity, ASP.NET, React, ASP Backend, Oracle, JavaBean, iOS, Android
Development Tools Git/GitHub, IntelliJ suite, Vim, Docker Engine, Postman, Jira, phpMyAdmin