Alexander Torres Vivaldo

(646)-973-0048 | atorresv@andrew.cmu.edu
LinkedIn: linkedin.com/in/alexandertorresvivaldo

RESEARCH OBJECTIVE

To obtain a research position in information systems and human-computer interaction field utilizing my experience and skills in programming, communications, and problem-solving.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Science in Information Systems, GPA: 3.40/4.00, Expected May 2027

SKILLS

- **Programming**:   Python, JavaScript, HTML/CSS, C#, SQL, MYSQL
- **Technical**:   Git, GitHub, Unity, Figma
- **Languages**:   English, Spanish

RELEVANT COURSES

- Information Systems Milieux
- Fundamentals of Computer Science
- Principles of Computing
- Concepts of Mathematics
- Reasoning with Data
- Human Intelligence and Human Stupidity

HONORS AND AWARDS

Tartan Scholar   **August 2023 - Present**
Tartan Scholars Program, Carnegie Mellon University

Elaine and Erroll Davis Jr. E 65 Scholar Scholarship   **August 2023**
Davis Family Foundation, Carnegie Mellon University

PROJECTS

112Paints, Canvas Painting Project   **May 2024 - May 2024**
- Developed a canvas painting program using Python, completing the project efficiently within a two-week timeframe
- Maintained neat and well-organized code, which facilitated overcoming bugging issues and streamlined the debugging process

Ferretti Yachts Sales Analysis, MySQL Database Project   **March 2024 - April 2024**
- Designed and built a MySQL database using a comprehensive dataset on the sales of luxury yachts at Ferretti Yachts in the USA, optimizing data storage and retrieval
- Conducted in-depth data analysis by executing complex SQL queries, extracting valuable insights from the sales data
- Wrote business memo summarizing the results of the data analysis from queries, providing actionable recommendations based on the insights gathered

Say it with Sweets Website, Website Project   **March 2024 - April 2024**
- Designed and developed a new website for small business in Pittsburgh, significantly improving user experience upon their previous site according to user testing results
- Built website utilizing HTML, CSS, JavaScript, and JQuery to create an interactive and user friendly interface

- Meticulously constructed website according to clients specifications and business requirements

SuperSet, Card Game Project   **February 2024 - March 2024**
- Designed and implemented a Python-based card game, "Superset," featuring randomized gameplay and unique matches each session
- Applied top-down design methodology to decompose complex problems, facilitating a structured and efficient coding process
- Completed the project within a one-week timeframe, demonstrating strong time management and rapid development skills

WORK EXPERIENCE
Carnegie Mellon University, Pittsburgh, PA   **June 2024 - August 2024**
Resident Advisor
- Provided leadership and support for 14 residents, ensuring a positive and inclusive living environment for Pre-College program participants
- Mentored and served as role model, offering guidance and support to help navigate social challenges
- Collaborated with co-workers to ensure the program runs smoothly in the interest of students through communication and responsiveness

VOLUNTEER EXPERIENCE
Emerging Leaders, Carnegie Mellon University   **January 2024 - April 2024**
Participant
- Partnered with local community organization, JFCS, to enhance refugee youth support by proposing CMU tutoring and mentorship programs
- Met with partners to pitch different ideas and created timelines in the interest of refugee youth

LEADERSHIP ACTIVITIES
Society of Hispanic Professional Engineers, Carnegie Mellon University   **August 2023 - Present**
Member
- Contributed to community-building among Hispanic STEM students and participated in professional development workshops such as resume-building, networking, and interviews

Pre-College: Intro to Unity Club, Carnegie Mellon University   **June 2024 - August 2024**
Founder
- Established and led a club dedicated to teaching the fundamentals of Unity Engine to students, fostering a collaborative learning environment
- Introduced key concepts of 2D game development such as player movement, jumping mechanics, and sprite animation along with an introduction to the C# programming language