Alex Secor

# 41 Wisteria Way, Culloden, WV 25510 | 812.987.3531

# [github.com/AlexMSecor](https://github.com/AlexMSecor) | [amseco02@gmail.com](mailto:amseco02@gmail.com) | [LinkedIn](http://www.linkedin.com/in/alexmsecor)

Experience

**General Motors — Remote**

## Software and Tools Process Engineer May 2024 — Present

* Collaborated with test engineers and suppliers across 70+ test areas, ensuring accurate test data validation and report generation
* Developed a C# and WinForms application that reduced a full day of report generation to a single click, creating the foundational components for the reporting process and improving team efficiency
* Assisted the migration of an Access database to PostgreSQL, leading the restructuring of the application’s UI
* Worked with large datasets from test machines daily, applying object-oriented programming principles to optimize data handling

## Cluster and HUD Software Developer August 2023 — May 2024

* Wrote test cases using Robot Framework, Python, and C++ to ensure proper cluster behavior
* Maintained vehicle cluster features within Qt using XML and data binding
* Analyzed specifications, design files, and other documentation to establish knowledge for specific cluster features
* Collaborated with a global team, communicating daily with engineers around the world to ensure alignment on cluster software development and feature implementations

## Android Developer January 2023 — August 2023

* Worked on a fast-paced skunkworks team to create infotainment Android applications, showcasing flexibility and adaptability in rapidly changing development environments
* Experienced full software development cycles using Agile methodology, participating in daily scrum calls to ensure timely delivery of front-end and back-end features
* Refactored and developed an application in Android Studio that integrated JavaScript, enhancing functionality and user experience
* Developed early assets for a Flutter project, aimed to control the infotainment console

**Caldwell Tanks — Louisville, KY**

## Software Engineer Co-op December 2020 — January 2023

* Designed, developed, and maintained graphical user interfaces for C# engineering applications
* Utilized MVVM architecture with XAML to create high-performance front-ends and back-ends for multiple applications
* Developed and maintained Excel spreadsheets and macros using VBA, providing support to the various teams across the organization

Technical Skills

**Development & Integration** Git, Jira, Jenkins, Agile

**Programming Languages** Python, Java, C, C++, C#, SQL, XML, VBA, JavaScript, Flutter, Swift

Education

## Bachelor of Science in Computer Engineering & Computer Science 2022

J.B. Speed School of Engineering, University of Louisville