

Personal Info

Phone

(614) 973-3673

Email

AlexJonesProgramming@gmail.com

LinkedIn

[in/AlexProgramming/](#)

GitHub - Portfolio

[AlexJonesProgramming](#)

Skills

C#

C++

C

Python

Java

HTML

CSS

Javascript

Compiler Design

Unity

VR Development

AI Programming

Intel Intrinsics

Alexander Jones

Objective

Seeking an exciting position as a software programmer in a company where my programming skills and knowledge, as well as my skills and knowledge in gained while working in Unity engine can be used to the fullest.

Education

BS in Digital Simulation and Gaming Engineering Technology

Shawnee State University, Portsmouth, OH. Expected May 2020

Relevant Coursework:

Senior Project: My senior project involved the designing and building of a VR game in a team of 3 people. The game was made using Unity engine as well as the Steam VR extensions

Compiler Design: Application of finite state automata as regular expressions, programming language design, and analysis of the use of context-free grammars as a formal device for language syntax. Techniques of lexical analysis, parsing (top-down and bottom-up); symbol table management, code generation, and error handling.

Operating Systems: The function, design, and integration of the parts of an operating system. Topics covered include: operating system history, policies for scheduling and page-replacement, memory management, resource allocation, concurrency process synchronization, file systems, secondary storage management, and command interpreters.

Interactive Programming: Focus upon the creation of a custom programmed 3D engine that encompasses advanced 3D engine features such as physics modelling, special effects, sound effects, and advanced I/O

Networking: Interfacing a computer system to external devices which support asynchronous and synchronous communications, flow-control paths, data transfer, packets, and physical interfaces.

Optimization: algorithmic optimization techniques as well as hardware optimization techniques.

Artificial Intelligence: Designing and building applications that implement machine learning, natural language processing, neural networks;

Work History

Cashier/Layaway Associate

Wal-Mart: May 2016 – July 2019

Job duties: Check out and bag orders, input customer information, organize store room, and stock shelves

Delivery Driver

Rent-A-Center: Aug 2015 – Dec 2015

Job duties: Assemble furniture, clean store room, and deliver furniture

Alexander Jones

Phone: (614) 973-3673

Email: AlexJonesProgramming@gmail.com

References

Jason Witherell

Shawnee state University, Professor of Game Engineering Technology

Email: jWitherell@shawnee.edu

Phone: (740) 351-3113

Jim Hudson

Shawnee state University, Professor of Computer Engineering Technology

Email: jHudson@shawnee.edu

Phone: (740) 351-3686

Duane Skaggs

Shawnee state University, Professor of Game Engineering Technology

Email: dSkaggs@shawnee.edu

Phone: (740) 351-3466