Personal Info

**- Phone** (614) 973-3673

- Email

AlexJonesProgramming@gmail.con

- LinkedIn

in/AlexProgramming/

- GitHub - Portfolio

**AlexJonesPrograming** 

-Website

https://alexprograms.com/

<u>Skills</u>

C#

C++

C

**Python** 

Java

<u>HTML</u>

CSS

**Javascript** 

**Compiler Design** 

Unity

**VR Development** 

Al 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