Alexander Naylor

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Education

Western University

September 2024 - June 2025

Master's, Software Engineering

Member of the Skylark satellite development team, focusing on ground station implementation

Ontario Tech University

September 2018 - April 2023

Bachelor's, Computer Science

- · Minored in Astronomy
- Specialized in Data Science with courses such as Data Mining, Database Systems and Concepts, Computer Vision, Big Data Analytics, Information Visualization, and Machine Learning.

Certifications Engineers Geoscientists Manitoba

Registered Engineering Intern

Reg No: 50060

Experience

Professional Schneider's Computing

Listowel, ON, Canada

August 2023 - September 2024

Computer Repair Technician

- Operated the Listowel satellite store, providing customer service with a high degree of independence.
- Repaired desktop and laptop computers in store with quick turnarounds, using attention to detail to minimize reoccurrences.
- Tracked specialized external repairs and acted as customer advocate, practicing problem-solving to maximize customer satisfaction.
- Assisted Internet Service Provider team in field calls and network maintenance.

Ontario Tech Univeristy

Oshawa, ON, Canada

Teaching Assistant

January 2023 - April 2023

- Led 20 students through several lab activities involving Java, Glassfish backends and HTML, JavaScript frontends. Focusing on troubleshooting techniques and effective communication.
- Explored file access, multithreading, network communications, and working with build tools.

Projects & Outside Experience

Satellite Development - Western University's Skylark Project

 Member of the Skylark satellite development team, focusing on ground station system selection and integration.

Geo Photo Social Media App

https://github.com/AlexNayl/GeoPhotoSocialMedia

- A mobile app made using the flutter framework in collaboration with 3 others in a mobile development
- It's a prototype social media site where users can post geolocated photos on a map.

Web Hosted Boid Behavour Model Demo

https://github.com/AlexNayl/RustBoidDemo

- Experiment deploying a Rust powered game engine called Bevy to the internet using Web Assembly.
- Demo mimics flocks of birds or schools of fish using simple movement rules.

Skills

- General Software Development: Data Structures & Algorithms, JavaScript, Git, HTML/CSS, Java, Kotlin, Linux/Unix, C/C++, Maven, REST APIs, Rust, SQL, Python, Agile
- Data Science and Analytics: Machine Learning, Data Mining, Data Analysis, Computer Vision, Data Visualization, Pandas, Numpy, R, GGPlot, MATLAB, Keras, OpenCV
- Backend Systems: Docker, Kubernetes, Google Cloud Platform, AWS, RESTfull Api Design
- Frontend Systems: Web Development, Vue.js, React.js, jQuery
- Software Quality Assurance: Quality Assurance (QA), Test Driven Development, Software Security