

Alex Boudreau

Fredericton, NB | alexcjboudreau@gmail.com | (506) 871-8767 |

Summary

Motivated and detail-oriented individual with experience in data management, event organization, and community leadership. Background in accounting and computer science with growing expertise in data analytics and web development. Recognized for strong communication, problem solving, and organizational skills.

Education

- University of New Brunswick — Fredericton, NB

Bachelor of Computer Science (Incomplete) — Sept 2022 – Present (Withdrew during 4th year)

- Google Data Analytics Certificate (Online, in progress)
— Sept 2025 – Present
- CCNB – Dieppe, NB

College Diploma in Accounting (French Program) — Sept 2017 – June 2019

Work Experience

- Data Cleaning Assistant (Part-Time, Remote)

Antaris — Dec 2019 – Nov 2020

1. Cleaned and organized large client datasets in CSV format for database integration.
2. Removed duplicate and invalid entries, standardized formatting, and extracted required columns.
3. Delivered cleaned data to supervisor for import into internal systems.
4. Managed workload independently while maintaining accuracy and deadlines.

Volunteer Experience

- Tournament Organizer / Judge — Yugioh TCG

2017 – Present

1. Organized and judged events from local to regional level of over 50 players.
2. Managed scheduling, conflict resolution, and rule enforcement.
3. Built strong community engagement and leadership reputation.

- Tournament Organizer — TomorrowLAN & LAN of Hope

2017 – 2022

1. Oversaw competitive gaming events (League of Legends & Teamfight Tactics) for the largest LAN events in Atlantic Canada.
 2. Coordinated with event staff, managed player registration, and ensured smooth tournament execution.
- Coach — Middle & High School Improvisation Teams

2016 – Present

1. Coached students in performance, teamwork, and creative problem solving.
 2. Led the NB South-East team as their Head Coach to the Acadia Games (2018) and helped a high school team win the Gouguone Doré tournament (2023).
- Contributor — Resolve Group, UNB

Winter 2025

1. Assisted with design and implementation of an ARG tied to “Project AUDE,” a Games for Change initiative.
2. Created puzzles and managed physical game components.
3. Supported pre-production on an educational game in collaboration with Stonehammer Geopark.

Projects

- Responsive Web Portfolio

Developed a personal website using HTML, CSS, and React to showcase skills and projects.

- Data Visualization Dashboard (In Progress)

Building an interactive dashboard app using Python, Flask, and Pandas.

- Game Development Projects

Prototyping two indie games — a roguelike Flappy Bird clone and Soft Bodies — as personal learning projects in game design and programming.

Skills

Technical: Python, Java, HTML/CSS, JavaScript, C (basic), React, Flask, Pandas, Git, VS Code, Microsoft Excel, Slack

Soft Skills: Communication, Leadership, Teamwork, Problem Solving, Adaptability, Event Coordination, Improvisation

Additional Information

- Bilingual (English/French)
- Experienced with remote work and flexible scheduling
- Community-oriented with a strong focus on collaboration and continuous learning