

Alex Wolski

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online portfolio

Education & Skills

San Francisco State University
Bachelor of Science in Computer Science
Cumulative GPA: 3.85

6/2018 – 12/2019

Technologies: Node.js, Express.js, AWS, Git/Github, Unix/Linux, Unity, Slack, Trello
Programming Languages: Familiar with procedural, logical, functional, and object-oriented programming paradigms. C, C++, C#, Java, Javascript, Python, Ruby, HTML, CSS, SQL, PostgreSQL
Software Engineering: Knowledge of full SE lifecycle including best practices of teamwork and processes such as Agile design, SCRUM meetings, MVC framework, and User Centered Design.
Soft Skills: Listening, flexibility, adaptability, problem solving, public speaking
Spoken Languages: English, Japanese

Work Experience & Select Projects

Teaching Assistant – San Francisco State University 8/2018 – 12/2019
Graded programming assignments for a Programming Methodology class. Assessed the code quality and completeness of programs. Communicated the strong points and shortcomings of the students' projects. Wrote original lecture material and lectured three classes in the Spring of 2019.

Safe SF 6/2019 – 8/2019
A website to post and browse environmental hazards in the San Francisco area. The website is hosted on an AWS elastic beanstalk instance with an AWS RDS database. The front-end utilizes HTML and while the back-end utilizes Node.js and Express.js. Managed a team of 7 people as the team leader. Assigned tasks and set checkpoint goals. Worked as a full-stack developer designing API endpoints on the back-end and created interactive pages on the front-end.
www.github.com/AlexWolski/csc648-SafeSF

EventUp 3/2019 – 5/2019
An android and iOS app for posting and browsing events. The website is hosted on an AWS elastic beanstalk instance with an AWS RDS database. The front-end utilizes React.js while the back-end utilizes Node.js and Express.js. Worked as full-stack developer in a team of 5 people. Helped design the API endpoints, discovered and fixed bugs on the front-end, and integrated the app with the system calendar.
www.github.com/AlexWolski/csc667-EventUp

Dungeon Crawler 3D 11/2018 – 12/2018
A Psuedo-3D puzzle/exploration game built from scratch in Java. Created a 3D graphics engine, implemented collision detection, designed an input controller, and designed an object hierarchy for all entities in the game. The game is built on an MVC framework with the Game Manager class as the controller, the entity objects as the model, and the Camera class as the view.
www.github.com/AlexWolski/Dungeon-Crawler

References

Available upon request.

U.S. citizen