

# Alex Wunderlin

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## SUMMARY

B.S. Software Engineering student at MSOE, completing hands-on and team-based projects on a weekly basis. Devoting up to 35 hours a week hosting board games and organizing and participating in MSOE MAGE events. Have international experience and experience working in a professional environment maintaining the operation of manufacturing equipment. Skills in programming, robotics, and design.

## EDUCATION

**B.S. Software Engineering** | Milwaukee School of Engineering | GPA: 3.88 | Est. Graduation : May 2027

**H.S. Diploma** | Preble High School | Green Bay, WI | GPA: 3.94 | June 2023

## WORK HISTORY

**Automation Engineer Apprentice** | Kreuger International | July 2022 – December 2023

- Troubleshoot robots when they had issues
- Programmed and modified robot programs
- Built robots

**Parks Maintenance LTE** | Brown County Parks | June 2024 – August 2024

- Performed a variety of tasks related to park maintenance
- Fixed and improved a firewood vending machine using my automation skills

## Independent Personal Projects

### 3D Program:

- Created a 3D program that could be used as a template for future 3D games
- The outcome was a useful program that displays a list of 3D Coordinates in a 3D environment
- Initial stage of development was creating a program that would display 2D points
- The next step was developing a formula that would convert 3D points into 2D points so they could be displayed on a 2D screen using the previously developed program
- After implementing the formula and working out the bugs, more advanced features were added allowing the user to rotate their field of view in addition to moving it.

### The Trials:

- A puzzle platformer programmed in Java
- Designed and programmed the game from the ground up, with the exception of JavaFX and default libraries
- Designed and programmed a file reader that reads .txt files and converts them into levels made up of highly customizable components
- Designed and programmed classes to implement logic gates using the observer design pattern
- Designed and created graphics used within the game

## TECHNICAL SKILLS

- |          |                  |                        |
|----------|------------------|------------------------|
| ▪ Java   | ▪ Lua            | ▪ AI Tools             |
| ▪ Python | ▪ Web Design     | ▪ Digital Logic        |
| ▪ C++    | ▪ Robotics       | ▪ Software Development |
| ▪ C      | ▪ Cyber Security | ▪ MS Office, Excel     |

## LEADERSHIP | CO-CURRICULAR INVOLVEMENT

**Chair** | MAGE | September 2023 – Present

- Host, organize, and promote games of Twilight Imperium, a three to eight player board game of galactic conquest, lasting an entire day.