

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
- Programed and modified robot programs
- Built robots

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

- Preformed 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

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|----------|------------------|------------------------|
| ▪ 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.