

# Alex Alford

## Full Stack Developer

### Personal Info

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**Phone**  
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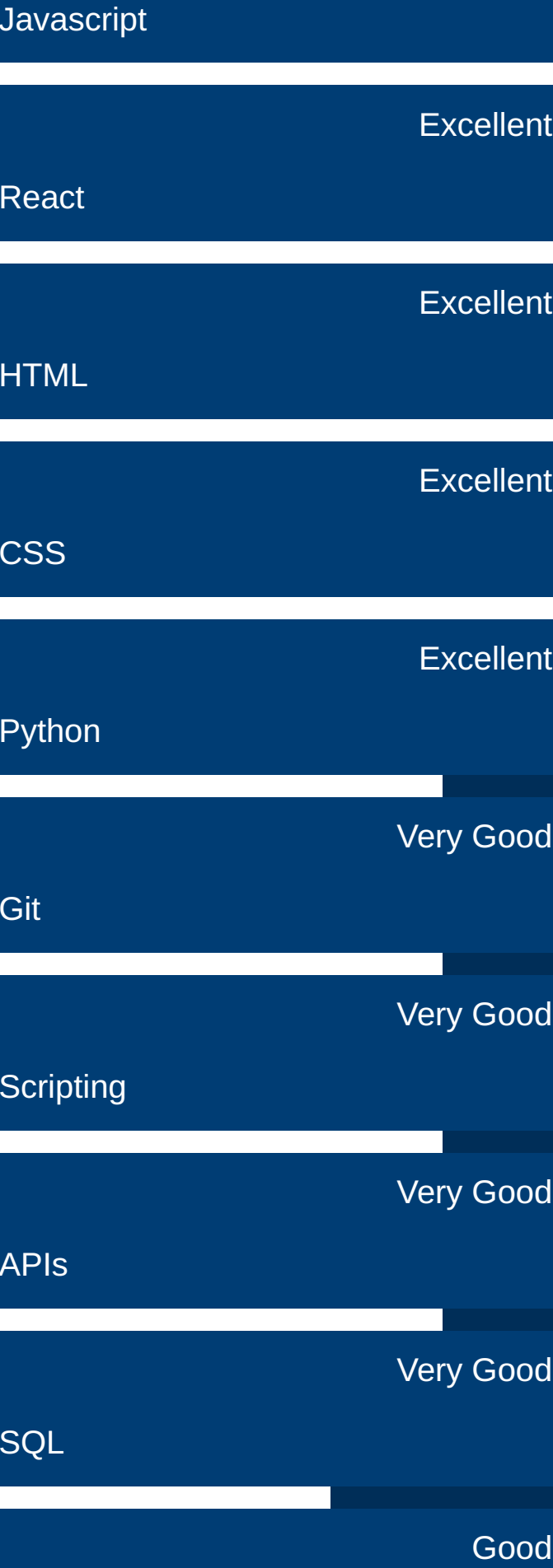
**E-mail**  
alexalford@runbox.ch

**LinkedIn**  
linkedin.com/in/alexanderralford/

**Portfolio**  
alexalford.net

**GitHub**  
github.com/Alexander-Alford

### Skills



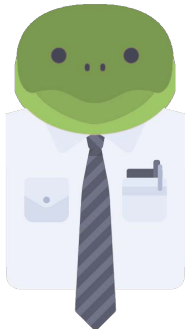
Technical Full Stack Developer with experience in front-end UI/UX design, web application development and software engineering. With a web development certificate and numerous software development projects under my belt, I am ready to bring my passion to the professional world.

### Experience



**ecommerceproject.tech**  
*Technologies: React, MongoDB Atlas, Bootstrap, Heroku*  
**Fully interactive E-commerce web store with product lookup, checkout cart and account creation functionality**

- Dynamic UI, Bootstrap styling and React components, hooks, and states.
- Employed Mongo DB Atlas for product JSON data API querying.
- Deployed as a testable live demo in Heroku.



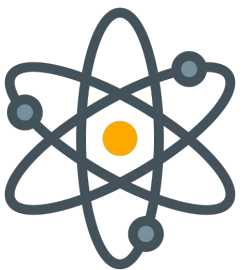
**tortfolio.org**  
*Technologies: Javascript, HTML, Chart.js, Bootstrap*  
**Investment calculator web application providing the most tax efficient way to invest across numerous investment accounts.**

- Javascript application actively balances investments between 401k, brokerage and IRA accounts to attain maximum tax efficiency.
- Utilizes Chart.js to generate graphs of wealth accumulation on a per-account basis.



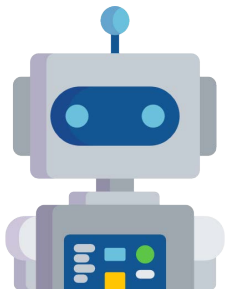
**alexalford.net**  
**Technologies: HTML, CSS, Javascript**  
**Personal brand portfolio with links to project demos, Github, LinkedIn and resume.**

- Responsive styling adjusts to different resolutions with changing button, text, and content box sizes.
- Optimized user experience with interactive in-browser project demos.



**Atom Physics Simulator**  
*Technologies: Python, VPython, GlowScript*  
**Python application that simulates and graphs the physics of an atom**

- Scripted in Python, it uses the VPython module to provide a 3D graphics interface along with graphing functionality.
- Transcribed to Javascript with RapydScript and GlowScript for embedding and running in browser.



**Robowars: A 2D Game Engine**  
**Technologies: C, SDL**  
**Fully functioning 2D platform game engine written in C, utilizing SDL libraries.**

- Map collision detection handled through custom C algorithms.
- Coded to handle user input, playing sounds, performing game logic and rendering of graphics.
- Enemy units coded as C objects that can be changed and directed around map.

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## Certificates

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Jul 2021	<b>Udemy - The Complete 2021 Web Development Bootcamp</b> <i>Technologies: React, Bootstrap, SQL, APIs, JQuery, Javascript, HTML, CSS</i> <ul style="list-style-type: none"><li>Programmed interactive front-end web applications with the React framework alongside Bootstrap styling and functionality.</li><li>Interacted with SQL and NoSQL databases, with projects involving MySQL and MongoDB.</li><li>Built front-end projects utilizing both APIs and JQuery, alongside back-end Node.js, MongoDB, Express, and EJS.</li><li>Applied infrastructure services such as Heroku for app hosting and MongoDB Atlas for database hosting.</li></ul>
Nov 2020	<b>freeCodeCamp - Javascript Algorithms and Data Structures</b>
Nov 2020	<b>freeCodeCamp - Responsive Web Design</b>

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## Education

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Jan 2017 - Jan 2019	<b>University of California San Diego</b> <ul style="list-style-type: none"><li>2 Years completed in biochemistry/cellular biology</li></ul>
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