

**ALEXANDER C RUTH**  
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## **EDUCATION**

***University of Maryland, Baltimore County (UMBC)***  
Bachelor of Science, Computer Science  
Honors College  
University Scholar Merit Scholarship

Expected Graduation: May 2020  
GPA: 4.0

## **SKILLS**

***Programming Languages:*** C++, Python, Java, Android, HTML, JavaScript, Lua, Scheme

***Operating Systems:*** UNIX, Microsoft Windows, IOS

***Software:*** Emacs/VI editors, Putty, Microsoft Office Suite, Google Drive

## **ACADEMIC PROJECTS**

### **Maze Solver (Python)**

Fall 2016

- Developed a program to load and display a file representation of a maze
- Created a recursive function to solve a maze starting at any given location, or determine that a maze is impossible to solve

### **Garden Simulator (C++)**

Spring 2017

- Wrote code to simulate a garden populated with varying plants
- Utilized inheritance and polymorphism to create and interact with different plant types, all derived from a general plant class

### **Truck Delivery Manager (C++)**

Spring 2017

- Implemented an algorithm for managing the delivery of goods based on inputted files, and the available delivery trucks
- Created a templated queue data structure for use in the manager

### **In-Browser Scheduler (HTML and JavaScript)**

Summer 2017

- Created a program that allowed users to input and edit a schedule, and displayed a color-coded schedule table based on their input.
- Used HTML for front end input, and JavaScript to interpret the data and create the schedule table.

## **SERVICE EXPERIENCE**

### **Cisco Center Volunteer**

Summer 2017

- Assisted with teaching and childcare of youth with developmental disabilities

### **Bello Machre Volunteer**

2012 - Present

- Participate in activities with developmentally disabled adults
- Support fundraising events

### **Heritage Greenway**

Fall 2016

- Assisted with environmental cleanup in local recreation areas

## **COURSEWORK**

- Computer Science I: Python
- Computer Science II: C++ Object-Oriented Programming
- Data Structures: C++ (*Fall 2017*)
- Programming Languages: Lua, Scheme, Java (*Fall 2017*)
- Discrete Structures
- Calculus I & II