ALEXANDER WOODARD

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CAREER OBJECTIVE

To obtain an entry level position as a computer developer.

SKILLS

- Debugging and Troubleshooting
- Hardware and Software Installation
- UI/UX
- Timeline Coordination
- Java Programming Skills
- Agile Environments

PROJECT

Graduation Capstone:

- Project goal of building an interactive website and application to assist avid game players track game progress in large and complex tabletop strategy games.
- Designed algorithms to quickly provide players with calculated in-game data.
- Analyzed JSON files to identify defects in the payload.
- Addressed UI shortcomings which improved functionality and user experience.
- Task distribution among development team.

Used Skills:

- HTML/CSS
- JavaScript
- GitHub/Agile development
- Packaging an iOS app using XCode
- Reading a JSON to generate HTML

WORK HISTORY

Trainee Web Developer, 08/2019 - 06/2020

Boise Web – Boise, ID

- Conducted functionality and navigation testing and reported findings to management.
- Evaluated code to verify adherence to requirements and compatibility with browsers and devices.
- Utilized understanding of industry needs and best practices.

EDUCATION

Bachelor of Science: Computer Science Emphasis in Cyber Security, Graduated May 6, 2023

Boise State University - Boise, ID

PROFILES

- https://www.linkedin.com/in/alexander-woodard-ba20aa212/
- https://github.com/AlexanderWoodard3