



## Skills

**Technologies** Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, Vue.js, Nuxt.js, SQLite3, PostgreSQL, Git, HTML5, CSS3, AWS, Three.js

**Other** Fluent in Portuguese; conversant in Spanish and French; experience with R, Qualtrics, GIMP

## Education

### Princeton University

2011 – 2015

*BA, Psychology*

*Princeton, NJ*

- > Senior thesis: *Effect of Face Perception on Attitudes Towards Story Characters.*
- > Relevant coursework: *Computer Science: An Interdisciplinary Approach; Introduction To Engineering Statistics.*

### App Academy

2019

*Full Stack Web Development*

*New York, NY*

- > Immersive, full-time software development course with a 3 per cent acceptance rate.

## Projects

### VousTube

[voustube.herokuapp.com](http://voustube.herokuapp.com) | [github.com/AlexandroStrauss/VousTube](https://github.com/AlexandroStrauss/VousTube)

*A full-stack, single-page video app inspired by YouTube, using Ruby on Rails, React/Redux, HTML5, and CSS3.*

- > Adapted the standard HTML5 video player with keydown event listeners and custom logic to greatly expand upon the default video controls, while using CSS3 to mimic YouTube's styling.
- > Connected multiple React components to replicate the look and functionality YouTube features like the navigation bar, video index, and comments section within a single-page app.
- > Implemented AWS file storage, letting users upload videos and preview thumbnails that persist to the site and can be viewed by others, and used HTML5 Canvas to automatically create and upload a default thumbnail.
- > Used Rails polymorphic associations to unite video and comment likes under a single Like object.

### Downforce

[alexandrocodes.me/Downforce/](http://alexandrocodes.me/Downforce/) | [github.com/AlexandroStrauss/Downforce](https://github.com/AlexandroStrauss/Downforce)

*A 3D JavaScript and HTML5 Canvas racing game with custom physics, built using the Three.js library.*

- > Leveraged the Three.js library to create a fully-3D experience in the browser.
- > Designed a simple physics engine that allows a car to accelerate, brake, and turn in 3D space and maintain inertia; basic downforce modeling allows cars to handle differently at different speeds.
- > Created a heads-up display with HTML5 and CSS3 that renders up-to-date speed and timing information with every frame.
- > Built out an object-oriented design that allows players to choose from different cars, tracks, and camera angles when starting a race.

## Experience

### The Onion

July 2017 – Present

*Onion Headline Contributor*

*Remote*

- > Wrote, and continue to write, headlines for The Onion on a weekly freelance basis for over two years.
- > Also provide regular headline and feature contributions to the new *Onion Gamers Network* section.

### RotoWire

July 2018 – April 2019

*Fantasy Sports Writer / Translator*

*Remote*

- > Wrote and translated soccer reporting into Brazilian Portuguese for fantasy sports clients including ESPN.
- > Translated 100-300 reports per week, giving fantasy enthusiasts the latest on player performances, injuries, and transfers.

### Branding Science

August 2015 – July 2016

*Graduate Research Executive*

*Plainsboro, NJ*

- > Conducted pharmaceutical market research studies of patients' and doctors' experiences living with and treating hemophilia B, osteoporosis, psoriasis, and other chronic conditions.
- > Worked directly with major pharmaceutical companies like Merck, Sanofi, and Novo Nordisk, drafting proposal and presentation decks for five- and six-figure research contracts, and built weekly decks updating clients on project progress.
- > Gathered interview data from dozens of doctors and patients around the globe with each contract, compiling it into Excel sheets and analyzing the findings for inclusion in the final project report.