

# ALEXANDRO STRAUSS

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## SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQLite3, PostgreSQL, Git, HTML5, CSS3, AWS, Three.js  
Fluent in Portuguese; conversant in Spanish and French; experience with R, Qualtrics, GIMP

## EDUCATION

**App Academy** – Immersive software development course with a focus on full stack web development (Spring 2019)

**Princeton University** – BA – Psychology (Spring 2015)

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

## PROJECTS

### VousTube

[Live Site](#) | [Github](#)

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

- Refashioned the standard HTML5 video player, using keydown event listeners and custom logic to greatly expand upon the default video controls, while using CSS3 to mimic YouTube's styling.
- Built multiple interconnected React components, selectively rendering features like a navigation bar, video player, and video index to replicate the look and functionality of YouTube within a single-page app.
- Implemented AWS file storage, letting users upload videos that persist to the site and can be viewed by others.
- Constructed custom authentication controls, hardened with BCrypt password hashing, that let existing users log in by entering either their username or email, and lock off specific features like video uploading if no user is logged in.

### Downforce

[Live Site](#) | [Github](#)

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

- Leveraged the Three.js library to create a fully-3D experience in the browser.
- Built 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 CSS 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

### Onion Headline Contributor

*The Onion*, July 2017 – Present

- Wrote, and continue to write, headlines for *The Onion* on a weekly freelance basis for over two years.
- Beginning in 2019, also regularly provided headline and feature contributions to the new *Onion Gamers Network* section.

### Fantasy Sports Writer/Translator

*RotoWire*, July 2018 – April 2019

- 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.

### Graduate Research Executive

*Branding Science*, August 2015 – July 2016

- Worked in a team of pharmaceutical market research professionals studying 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 deck updating the client 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.