Alexi Ringler

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Objective

Seeking opportunities to combine my love for innovative, technical projects with collaborative, creative teams that make a positive impact in the world.

Skills

Programming Languages: Python, Java, C, JavaScript, MIPS/RISC-V, Inform 7, RST, Markdown

Developer Tools: VS Code, IntelliJ, PyCharm, Three.js, GitHub

Software: Adobe Creative Suite, Microsoft Suite, JetBrains, Unity, Godot, Twine

Languages: English (Native), Spanish (Upper Intermediate)

Core Strengths: Responsible, Organized, Intelligent, Punctual, Optimistic, Confident Public Speaker

Experience

Autodesk | Content Designer (August 2025 – Present)

• Designed and delivered human-centered content for Autodesk's digital products, ensuring alignment with brand guidelines and accessibility standards.

• Conducted content audits and contributed to strategy decisions, improving clarity and consistency across platforms.

• Partnered with cross-functional, multinational teams in agile environments to rapidly prototype, test, and iterate content solutions.

• Simplified complex technical concepts into approachable, concise content to help users adopt and maximize Autodesk tools.

Autodesk | Content Design Intern (June 2024 – September 2024)

• Collaborated with an international team of designers and writers to provide concise, consistent API documentation for Autodesk Platform Services.

• Updated documentation, tutorials, and developer resources for 23 APIs.

• Designed and implemented navigation keywords that improved searchability, streamlining the experience for over 1 million annual viewers.

Education

California Polytechnic State University | San Luis Obispo, CA

Bachelor of Science in Computer Science | GPA: 3.97

Projects & Research

Nuestra Ciencia (Sept 2023 – June 2025)

• Conducted collaborative research and teaching to eliminate misconceptions about science in K-12 students.

• Designed social media content and developed a website to empower undergraduates as mentors for Latinx students.

Urban Trees VR | Python, JavaScript (Sept 2023 – Jan 2024)

• Developed point cloud visualization tools in Three.js using LIDAR data from urban forests.

• Implemented colorized point clouds using PDAL and NAIP imagery.

• Built an immersive VR experience to educate users on the importance of urban forests and their impact on climate and socioeconomic diversity.

Extracurriculars

• Cal Poly Mustang Band Member (Sept 2021 – June 2025)

• CEA/CAPA Study Abroad Ambassador (Jan 2024 – June 2025)

• Autodesk Ambassador (Sept 2024 – June 2025)

• Piano Lessons (2007 – 2021)