

Alex Picard

Brookline, MA 02445 (Open to Remote) | (207) 551-5430 | am.picard03@gmail.com

<https://www.linkedin.com/in/alex-picard-31651624b/>

EDUCATION

University of Maine - Bachelor of Science, Computer Engineering, GPA (3.28) 2021-2025

Specialties are in software and firmware development

TECHNICAL SKILLS

Programming Languages | C, C++, Python, Java, Assembly, Matlab, and SystemVerilog

Web Development | Javascript, HTML/CSS

Developer Tools | Git, GitLab

AI development | PyTorch, Numpy, Pandas

WORK EXPERIENCE

Research Assistant | ASCC

May 2023 - Present

Use different AI techniques to help with research Python | PyTorch | Numpy | Pandas | Matlab

- We translated Matlab code into Python using Numpy, Pandas, and Matplotlib. It was converted as it simplified a loop of automation we are implementing in our research project and the majority of the code was to be used to get CST files into Python formats and then put into algorithms to get some numbers we were after to put into a neural network.
- I developed neural networks in Python using PyTorch to help automate a loop of testing specific parameters. I took the return of Python code, then output the stiffness and strength of various materials we wanted to test.

Stocking 2 Associate | Walmart

July 2022 - Present

Leadership, teamwork, and effective communication

- Developed basic computer skills, including proficiency in Microsoft Office and experience using inventory management software.
- Improved efficiency and productivity by suggesting and implementing process improvements in the stocking department.

PROJECTS

Front-End Software Engineer | Portfolio

May 2022 - Present

Front-end design for personal portfolio website | Javascript | HTML/CSS |

- Created a personal portfolio from scratch using basic web development coding languages. The webpage includes various things including my classes, about me, and more projects. It will change with the more that I learn with plans on introducing more projects, converting it to a full-stack project, and introducing frameworks like react and node.js.

Software and Firmware Development | Pong Game

October 2022 - Nov 2022

Pong game design using software and firmware design techniques SystemVerilog | Quartus II IDE

- Developed a pong game using some switches and a button on a Cyclone III FPGA. Firmware comes in with the programming of the switches and a button while the software development comes in when we were able to use a video out port to display the game and code simple items essential for a pong game.