Alex Supkay

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OBJECTIVE

To obtain a summer internship where I can utilize my expertise in project management and software development.

EDUCATION

Stevens Institute of Technology   Hoboken, NJ
Master of Science in Software Engineering   Expected May 2019
Bachelor of Science in Computer Science, Minor in Entrepreneurship   Expected May 2019
GPA: 3.46

Coursework: Software Engineering, Web Programming & Web Development, Database Management Systems, Computer Science Honors, Project Management, Software Development Process, Computer Organization and Programming, Systems Programming, Automata and Computation, Entrepreneurial Thinking, Enterprise Software Architecture & Design, IT Security
Honors: Edwin A. Stevens Scholarship, Dean's List

SKILLS

Languages: Java, C++, C#, C, Python, Scheme, XML, LaTeX
Web Technologies: JavaScript, Node.js, HTML5, CSS, jQuery, Ruby, PHP, SQL, MongoDB
Software: GitHub, Amazon Web Services EC2, Vim, Eclipse, Android Studio, Unity, Microsoft Word
Operating Systems: Linux, Windows

TECHNICAL EXPERIENCE

Stevens Institute of Technology   Hoboken, NJ
Research Assistant   May 2017–Present
- Collaborated with a software engineering professor to coordinate the execution of a new application using the agile method
- Gained proficient knowledge in Android application development using tutorials and documentation provided by Google
- Programmed a variety of applications such as a weather tracker, a design reference, and a boarding pass layout in Android using Java and XML

Realm Portal   Tampa, FL
Software Engineer Intern   May 2016–August 2016
- Created back end documentation to allow efficient workflow in the creation of back end databases
- Interviewed 20 potential customers to discover their needs and wants for the completed product and documented it inside Excel
- Reported progress and expressed design ideas during weekly meetings with the development team that were later slated to be incorporated into the final product

PROJECT EXPERIENCE

Android App Development   April 2017–Present
- Created a To-Do List application to prioritize tasks for working day to day
- Developed an event planning app that utilized Facebook for login and Firebase as a database to allow users to invite others
- Investigated linking applications in Android to create a flashcard application that could be used for studying

Plugin for Minecraft Servers   August 2017
- Created a Minecraft server plugin in Java so that players could roll a dice in game with customizable sides and amount of dice
- Allowed color of different output to be customized by the user using a simple configuration file
- Implemented error checking to make the plugin user friendly and wrote documentation so others could understand the code

ACTIVITIES

Stevens Game Development Club, Stevens Computer & Console Gaming Society, Computer Science Club, Phi Sigma Kappa Fraternity – Technology Chair, Inductor

U.S. Citizen
Available to work: May – August 2018