

Alexander Roy

Cell: 615-512-2880
aaroy@go.olemiss.edu
linkedin.com/in/avgroy

Permanent Location:
Nashville, TN

Education

University of Mississippi
School of Engineering
B.S. Computer Science
Minor in Mathematics
GPA: 3.49 CS GPA: 3.85
August 2015 - Present
Graduation: May 2019

Courses

Computer Organization &
Assembly Language, Discrete
Mathematics, Linear Algebra

Skills

Java
JavaScript / p5
HTML / CSS
C / C++

Activities

Phi Kappa Psi Fraternity
Social Committee Co-Chair
Managed a \$60,000 budget
each semester for planning
events held at the fraternity
house
Executive Understudy
Communicated with the
university on behalf of the
fraternity
House Corp Liaison
Rush Committee Captain
Association for Computing
Machinery
Current Member
UM Robotics Club
Current Member

Work Experience

Research Assistant
October 2017 - Current
Heterogeneous Systems Research (HEROES) Laboratory
Studying graphs and trees and the role they play in improving
the efficiency between CPU and GPU communication through
the implementation of concurrent data structures.

Educational Camp Counselor
Summer 2017

UM Division of Outreach and Continuing Education
Counselor for three separate camps in which I taught basic
coding with SPRK+ robots, MIT's Scratch, Python, HTML, Blender,
and Unity to the students, and assisted in teaching upper level
engineering labs.

Projects

Cellular Automata
JavaScript and p5 Webpage
Implementation of a cellular automata that supports
separate models that can be created with the mathematical
principle, such as a forest fire simulation and Conway's
game of life. There are options to see isolated examples of
different oscillators and the Gosper glider gun as well.

www.alexanderroy.me

Portfolio Website
Using JavaScript, HTML, and CSS I created a personal
portfolio website that works across devices and showcases
projects as well as displays this resume.

ToDo

Java Application
Keeps track of your current tasks and orders them in
various ways based off of importance, due date, and time to
complete. Implements both ArrayList and Stack data
structures to manipulate the data and uses file I/O to save
data and read it in during start and end of program.

github.com/avgroy