Alexander Roy

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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 Conway's game of life that supports separate models that can be created with the mathematical principle, such as a forest fire simulation, and includes changing of framerate. There are options to see isolated examples of different oscillators and the Gosper glider gun.

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