# Alexander Roy

Computer Science

hello@alexanderroy.me • github.com/avgroy • linkedin.com/in/avgroy • alexanderroy.me

#### Education

University of Mississippi School of Engineering Oxford, Mississippi B.S. Computer Science GPA: 3.76/4.00 August 2015-Present Graduation: May 2019

#### **Activities**

Phi Kappa Psi Fraternity
Executive Understudy
Social Committee Co-Chair
Rush Committee Captain

**UM Robotics Club** 

Association for Computing Machinery

### Skills

Basic Knowledge HTML / CSS Java MAC OS Windows OS

# **Projects**

Websites www.alexanderroy.me

IT Support
Reformatted Computers
Set up Media Centers
Computer Hardware
Printers and Networks

## Work Experience

Head Lifeguard YMCA of Sumner County May 2014/2016 – August 2014/2016

Promoted for the 2016 summer to head lifeguard Audio Support: I was the go to guy to fix the microphone system on the outdoor pool Communication: Primary liaison to members engaged with them one on one to convey pool rules and help with issues they had

Organization: Coordinated shift changes for incoming guards to insure no one got off late or was kept on stand for too long

Leadership: Ran in-services to keep lifeguard skills fresh for the other guards as well as keep team in save ready standards

Accommodations: Received two personal "Exceeds" scores on Ellis Audits of our pool, which is the highest possible reward for an Ellis guard

Second Ranking Referee Gallatin Soccer Club August 2014 – October 2014

Skill: Refereed for the most challenging games which included being the Head Referee of U14 games and being the assistant referee U18

Communication: Constantly talked to players, coaches, and parents to insure everyone had a safe and fun experience while being active

Leadership: Supported confidence building for younger referees by trusting them and backing up

# **High School Positions**

VP of Red House | Captain of Soccer Team | Leadership Class | Math Team | Search Retreat Leader | Blue Man Group Leader | AP Scholar with Distinction

their decisions when they were argued with