

Site(In Progress)
bren-a.github.io

Contact Information
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Programming Languages

- C/C++ (Proficient)
- Python(Intermediate)
- HTML/CSS(Beginner)
- Lisp(Prior Exp.)
- Haskell(Prior Exp.)
- OCaml(Prior Exp.)
- Java(Prior Exp.)

Skills

- Bash Scripting
- UNIX/LINUX
- LaTeX
- MS Office
- Leadership
- Communication

Languages

- English
- Tagalog
- French

Brendan Alger

Student

Education

Graduation Jun, 2019: University of California, Los Angeles
Bachelors in Linguistics and Computer Science

Experience

Jun 2017 - present: UCLA Recreation

Head Lifeguard, Apr 2018 - present; *Lifeguard*, Jun 2017 - Apr 2018

- Develop and lead employee training exercises once a month.
- Work in small, diverse groups during high pressure situations.
- Assess situational risk and manage it accordingly.
- Mediate disputes and listen to the concerns of patrons and staff.
- Observe hundreds of people concurrently and proactively scanning the environment to ensure everyone's safety.

Projects

2019, Reddit Bot

- Developing a bot for social media site Reddit.
- Utilizes Python and the Reddit API to receive information about posts from the site.
- Given a keyword and a set time, it will update the user on any new posts containing said keyword.

2018, Ceasar Cipher

Designed a program in C++ that can crack a Ceasar Cipher.

Project Details:

- Finds isomorphs using a wordlist and maps it on a hash map whose previous states are saved in a stack via recursion.
- Created a hash map table that uses a dynamically allocated array of node pointers to a binary search tree (Did not use the C++ STL hash map).
 - Shortened insertion and search to $O(1)$ in most cases using a hash map.
 - Uses a binary search tree instead of a linked list to speed up search to $O(\log N)$

2018, NachenBlaster

Developed an object-oriented 2D space-shooter game in C++

- Used polymorphism to cut 100s of lines of code and simplify debugging