Alex Strand

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EDUCATION

Olivet Nazarene University Bourbonnais, IL
BA in Computer Science *September 2011 - May 2015*

EXPERIENCE

Root Inc. Sylvania, OH
Software Developer *Sept. 2015 - Present*

- Work with a team to develop SPA apps for clients.
- Worked with a team of developers to updates and add features to internal Node JS applications for our development team

Buckeye Telesystem Toledo, OH
IT Support Technician Intern *May 2013 – August 2013*

- Used backup software for images. Configured new installations of Windows 7.
- Worked as part of a team of 3, troubleshoot issues with users.
- Worked with individuals at different levels within the company

ONU Strickler Planetarium Bourbonnais, IL
Computer Operator *August 2014 – May 2015*

- Operated computer system and gave shows for groups of up to 50 people.
- Wrote scripts and user documentation for the Digistar 3 projection software (in their properietary scripting language)
- The user documentation would allow future students to further expand on my initial efforts to script the lookup and display of constellations for planatrium shows

PROJECTS

- **ITF Taekwondo App** A reference app for android that lists all of the patterns in ITF Taekwondo for easy lookup. Still in development.
- **Daily Programmer Challange App** A React/Express web app that pulls a random challenge from r/dailyprogrammer on Reddit Utilizes a javascript wrapper for Reddit's API(snoowrap)
- **Personal Site/blog** A personal site and blog with a static generator that I developed written in Rust
- **OEG** Oil Exploration Game Software for the ONU Geology Department. The purpose of this project(and the class) was to learn how to effectively work within a team of developers Worked with a legacy a Java client/server game built by a previous class. Managed and estimated time requirements for new features. Contributed to documentation and finding tools to use. Tested new features
- **One way shell** Client/server project with a partner in Systems Programming class, written in C. UNIX commands would be typed out on the server side, and then the output would display to the client.