Alex Strand

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EDUCATION

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

EXPERIENCE

- **OCLC** — Dublin, OH
  Software Engineer — *Sept. 2018 - Present*
  - Working to convert Spring based applications to Spring Boot for a more consistent project structure for all of our applications.
  - Working with our UI/UX team to implement a new Material Design interface for a login flow for one of our applications. This will provide a more modern look and feel to end users.
  - Working with team members to move an application to ES6 JavaScript and adopt modern frontend tooling and processes. Working on eliminating JQuery and using vanilla javascript allows us to ship much less code to an end user.
  - Working with team members to remove dependencies on YUI js since the framework is no longer supported or maintained. Moving to modern JavaScript will make future refactors easier and allow us to futureproof our front end code.

- **Root Inc.** — Sylvania, OH
  Software Developer — *Sept. 2015 - Sept. 2018*
  - Lead the rewriting of custom grunt plugins to work with a webpack build system for our SPA framework. Utilizing webpack allows us be consistent with the rest of our team's tech stacks for various projects
  - Lead the development to rebuild our jQuery SPA framework in ES6/Webpack instead of jQuery/Grunt.
  - Worked with a team(also solo) 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

PROJECTS

- **ITF Taekwondo App**   A reference app for android that lists all of the patterns in ITF Taekwondo for easy lookup.

- **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

LANGUAGES AND TECHNOLOGIES

- **Languages**: Javascript, HTML, CSS, Java   **Technologies**: React, Webpack, Jquery, Postgres SQL
  Operating systems: Windows, MacOS, Linux