Alex Strand

http://alexstrand.me

Email : ajstrand8@gmail.com
Cell : 419-908-6212

EDUCATION

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

EXPERIENCE

- **Root Inc.**   Sylvania, OH
  Software Developer   *Sept. 2015 - Present*
  - **Working with co-workers to rebuild our jQuery SPA framework in React/Webpack/Redux instead of jQuery/Grunt. React will allow us to manage state better and avoid side effects in our application.**
  - **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.

LANGUAGES AND TECHNOLOGIES

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