

KERMIT ALEXANDER

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EDUCATION

University of Texas at Dallas

BS Computer Science *GPA: In Major 3.6*

Richardson, TX

Fall 2016 - May 2020

WORK EXPERIENCE

Tetration Analytics/Cisco

Software Engineer Intern

Palo Alto, CA

May 2018 | August 2018

- Utilized Go and Python across multiple operating systems (OS) and OS versions.
- Used DevOps technologies, such as Vagrant and Packer, for automated construction and deployment of Windows- and Linux-based testing environments.
- Interfaced with and improved large-scale codebases.
- Worked with Windows and Linux firewall technologies.

Robotics Research Lab, UT Dallas

Lead Programmer

Richardson, TX

Spring 2018 | Present

- Used OpenCV in a NSF-funded project researching inkjet deposition on 3D surfaces of arbitrary shapes.
- Developed enhancements for a custom TCP-based communications protocol interfacing with embedded platforms.

Honors College, UT Dallas

Full-Stack Lead Developer

Richardson, TX

Fall 2016 | Spring 2017

- Built a custom RESTful Django-based ticketing system used by students and faculty.
- Production environment included JSON/REST technologies, Javascript, HTML/CSS, Git, SQL, Python, and UNIX/Linux server administration.
- Utilized Agile methodology.
- Utilized SQL via an ORM and designed the schema.

OPEN-SOURCE PERSONAL PROJECTS

Schego

<https://dangerontheranger.github.io>

Created the first implementation of Software Transactional Memory in a Scheme environment. Used recursive-descent parsing algorithms and TDD.

Maniwani

<https://dangerontheranger.github.io>

Designed and implemented an imageboard using the Flask framework as well as Bootstrap and jQuery for the frontend. Utilized AWS and S3 for compute and storage functionality in addition to an OAuth2-secured API.

OpenBlox

<http://sourceforge.net/p/openblox>

Built an open-source clone of Roblox using Panda 3D game engine. Programmed over 10k lines of optimized, cross platform, scalable code in Python with C/C++ and Lua components. Built and conducted unit and integration tests. Converted a pure Python point cloud renderer to Cython. Developed patches for third party dependencies.