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EDUCATION

University of Memphis, Memphis, TN

BS in Computer Science (expected May 2025)

Relevant Coursework:

- Computer Science
 - Object-Oriented Programming & Data Structures
 - Discrete Structures/Mathematics
 - Database Process & Design
 - Programming Languages
 - Introduction to Software
 - Computer Organization & Architecture
 - Network/Info Assurance
 - Design & Analysis of Algorithms
 - Software Engineering
 - Operating Systems
 - Models of Computation
 - Network & Info Assurance (currently taking)
 - Programming in C/C++ (currently taking)
 - Web Design/Development (currently taking)
 - Capstone Project (currently taking)
- Mathematics
 - Calculus I & II
 - Intro to Linear Algebra
 - Probability & Statistics

WORK HISTORY

901 Hotpot & Korean BBQ - Server, Bartlett, TN

June 2024-August 2024

- Provided excellent customer service by taking orders, delivering food, and managing requests in a fast-paced environment
- Enhanced communication skills through regular interactions with diverse customers
- Ensured cleanliness and organization of dining areas and assisted in maintaining a welcoming atmosphere

Lexus of Memphis - Valet & Car Wash Attendant, Memphis, TN

May 2022-August 2022

- Safely parked and retrieved customer vehicles, ensuring a smooth and efficient service experience
- Performed exterior and interior car cleaning, maintaining high standards for Lexus clients
- Supported dealership staff with customer service, adding value to the client experience

SKILLS

Collaboration
Verbal communication
Leadership
Time management
Adaptability

TECHNICAL SKILLS

Python
C++
Ruby on Rails
Django
JavaScript
SQL
Assembly Language
PHP
Microsoft Office
HTML/CSS
GitHub
Linux Command Line (Z Shell)

LANGUAGES

English (Fluent)

Vietnamese (Intermediate)

Japanese (Beginner)

PROJECTS

Ruby OOP Solo Project: Five Card Draw Poker Game

- Implemented a Five Card Draw Poker game using Ruby OOP principles and TDD methodologies, with extensive use of RSpec for testing and debugging
- Designed and implemented classes including Card, Deck, Hand, Player, and Game, following UML diagrams.
- Practiced Git version control, committing logical units of work.

Ruby on Rails Group Project: Social Media Platform

- Collaboratively developed a social media platform using Ruby on Rails framework named "UnlimitedVoid".
- Implemented functionalities such as creating posts with optional file attachments (photo, video, etc.), user authentication (login/logout), and secure storage of user credentials.
- Utilized Rails conventions for MVC architecture, HTML for site styling and appearance, ActiveRecord for database management, and Devise gem for user authentication.
- Employed Git for collaborative version control, ensuring seamless integration of features and maintaining project integrity.

Quiz Website Project

- Designed and deployed a personal website using GitHub Pages, showcasing portfolio projects and achievements
- Built with HTML, CSS, and JavaScript to ensure responsive, user-friendly design.
- Structured and styled site without frameworks, focusing on clean code and a seamless user experience.
- Managed and versioned the project using Git, incorporating regular updates and improvements

VR Unity Group Capstone Project

- Developing an immersive VR experience using Unity as part of a capstone course project
- Collaborating with a team to design interactive environments and user experiences within virtual reality
- Applying Unity's VR development tools, C# scripting, and asset management to create a compelling, interactive narrative
- Using Git for version control to coordinate updates and track progress across team contributions