Alexander Holiman

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EDUCATION

University of Minnesota | **Minnesota, USA**   **SEP 2021 - MAY 2025** (GPA: 3.6)
Computer Science (**Bachelors**) & AMES Japanese Track (**Minor**)

Kanda University of International Studies | **Chiba, Japan**   **AUG 2023 - DEC 2023** (GPA: 3.7)
Japanese Language & Culture (**Study Abroad**)

SKILLS

Programming Languages: Rust, C, Python, Java, TypeScript, JavaScript, HTML, CSS, OCaml, Lua, SQL

Frameworks/Tech: Git, GitHub, Django, Flask, SQLite, React/Three/Node.js, MongoDB/PostgreSQL, Docker, Godot

Operating Systems: Linux (Ubuntu, Arch, PopOS), Bash scripting, x86-64 ASM, Linux file-system/kernel/CLI knowledge

Concepts: Machine Learning/AI (Pytorch, OpenAI API), Game/Software Development, Full-Stack, Embedded Systems, Multithreading, DevOps, Graphical Programming, RESTful API, Databases, Data Structures, Computer Architecture, WASM

PROFESSIONAL EXPERIENCE

University of Minnesota | **CSCI Teaching Assistant**   **SEP 2024 - CUR** (Minneapolis, MN)
- Leading a university computer science lab for topics in the class *Computer Architecture & Organization*
- Assisting students during office hours regarding course projects and assignments
- Teaching coding and computer arch concepts (ex: memory, cache, pointers, bit representations, etc.) with **C** and **ASM**

BestBrains | **Coding Instructor**   **MAY - SEP 2024** (Maple Grove, MN)
- Taught youth ages K-12 **Python**, **HTML**, **CSS, and Scratch** with foundational topics to help start their coding journey
- Directly explained coding concepts and helpful tools, assisted in promoting drive to learn and creativity
- Expanded ability to condense complex information to be easily understandable and profound

NeverEnding | **Backend Developer**   **MAY - AUG 2024** (Cleveland, OH)
- Built and deployed features for the 2D character creator tool used by 40,000+ users
- Used local **Postgres** database to test API calls for dev build, **RESTful** implementation
- Created backend functions within a **Django** framework, wrote concise unit tests for various other functions
- Implemented and debugged features for a custom color palette in the app with a team
- Contributed ideas and helped architect the color palette **Python** backend, assisted with the **React.js** frontend

PROJECT EXPERIENCE

Midas Language ⌨ | **Rust, Java, ASM**
- Mini-language/compiler, basic parser/lexer, expression tree, literals, statements, global state, current WIP

Capy AI Chatbot ⌨ | **Three/React.js, JavaScript, HTML/CSS, Python (Flask), Groq API**
- Groq AI chatbot with a capybara personalization, implements RESTful API calls and stored conversation states

BoxIt Folder GUI ⌨ | **Python, PyQT**
- File sorting app with drag & drop support for files and folders, GUI made in PyQt, customizable paths & folder names

My Nvim Config ⌨ | **NeoVim, Lua**
- My own configuration for NeoVim suited for my programming environment, LSP/linting support, code actions, etc

Earthquake Sim ⌨ | **TypeScript, GopherGfx**
- Website graphics project for CSCI 4611, uses class concepts such as texture and vertex mapping to simulate EQs