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, React.js, Node.js, MongoDB/PostgreSQL, Docker, Pytorch, Numpy

Operating Systems: Linux (Ubuntu, Arch, PopOS), Bash scripting, Linux file-system/CLI, System configs/monitoring

Concepts: Machine Learning/AI, Software Development, Embedded Systems, Game & Graphics Programming, RESTful API, Full-Stack, Databases, Data Structures, Algorithms, Compilers, Cloud Architecture, WASM, Linear Algebra

PROFESSIONAL EXPERIENCE

University of Minnesota | **CSCI Teaching Assistant**　　**SEP 2024 - CUR** (Minneapolis, MN)
- Leading a university computer science lab covering topics in the class *Computer Architecture & Organization*
- Assisting students during office hours regarding course projects, lecture material and assignments
- Teaching important programming concepts (e.g., memory, cache, pointers, bit representation) with **C** and **x86-64 ASM**

BestBrains | **Coding Instructor**　　　　　　　　**MAY - SEP 2024** (Maple Grove, MN)
- Taught youth ages K-12 **Python**, **HTML**, **CSS, and Scratch** with foundational topics to start their coding journey
- Presented coding concepts clearly, encouraged creativity, and fostered a passion for learning new skills
- Expanded ability to condense complex information to be understandable, accessible and impactful

NeverEnding | **Backend Developer**　　　　　　**MAY - AUG 2024** (Cleveland, OH)
- Developed features for the 2D character creator tool used by over 40,000 users, enhanced engagement by 15%
- Utilized a local **PostgreSQL** database to test API calls and implemented **RESTful** services, optimized response times
- Built backend functions in **Django**, wrote precise unit tests, and collaborated on a color palette feature
- Contributed to **Python** backend architecture for the color palette and assisted with the **React.js** frontend

PROJECT EXPERIENCE

Midas Language ⌗ | **Rust, Java, ASM**
- Developed a mini-language featuring a basic parser/lexer, expression tree, literals & statements, global state manager

Capy AI Chatbot ⌗ | **Three/React.js, Flask, Groq API**
- Created an interactive capybara themed chatbot. Built with RESTful API integration for fast responses and stored chat

BoxIt Folder GUI ⌗ | **Python, PyQt**
- Developed a highly customizable and easy to use file sorting app with an override to drag & drop files and folders

My Nvim Config ⌗ | **NeoVim, Lua**
- Designed a custom personalized NeoVim config, implementing LSP, linting, and code actions to enhance my workflow

Earthquake Sim ⌗ | **TypeScript, GopherGfx**
- Built a web-based earthquake simulation for class, applying advanced concepts like texture and vertex mapping.