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, C++, Java, TypeScript, JavaScript, HTML/CSS, SQL
Frameworks/Tech: Git/GitHub, Django, Flask, React.js, Node.js, MongoDB/PostgreSQL, Numpy, Mockito, JUnit, Docker
Operating Systems: Linux (Debian, Arch), Windows, MacOS, Linux file-system/CLI, systemd, Containers, Virtualization
Concepts: Machine Learning/AI, Agile, RESTful API, WASM, System Admin, Cloud Infrastructure, Google Cloud, AWS
Certifications/Events: Ubuntu Linux Professional, Minnehack 2025

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 (memory, pointers, linkers, cache, etc.) 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**
- Developed a mini-language with a basic parser/lexer, expression tree, literals, statements and global state manager

Capy AI Chatbot 🔗 | **Three/React.js, Flask, Groq API**
- Designed a capybara themed chatbot. Built with RESTful API integration for fast responses with a stored chat history

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

UMNTransitView 🔗 | **Java, Mockito/JUnit, JavaScript, WebSockets**
- Constructed a simulation for transit around the UMN campus. Ability to generate passengers, line issues and vehicles

GL Shaders Sim 🔗 | **TypeScript, OpenGL**
- Created a web-based simulation to display vertex and fragment shading. Customizable lighting, objects and textures