



ALEXANDER BELL

PENULTIMATE YEAR SOFTWARE ENGINEER

OBJECTIVE

Dedicated and motivated software engineering student seeking an entry level position in the backend software development field. Looking to bring new and innovative ideas that can improve company products to the table.

SKILLS

Languages: Java (OOP), JS, Typescript, React, MySQL, Kotlin, C, Git Bash, MatLab. Experience with Adobe Photoshop and Illustrator.

REFEREES

Ryan Lewis

Software Architect
Motion Design
021 187 6728

ryan@motiondesign.nz

Jason Chen

SOFTENG 250 Teaching
Assistant
University of Auckland
022 417 8156

jiazen.chen@gmail.com

EMPLOYMENT HISTORY

INTERN & JUNIOR SOFTWARE DEVELOPER • MOTION DESIGN • SUMMER 2019 - 2020

As an intern developed a web app designed to schedule and manage tasks for machinery on a factory floor. Worked with Typescript, React, Kotlin, Java and JOOQ technologies. Later worked part-time as a Junior Dev on an online ordering web app service for an international client using Java, JS and MySQL technologies.

MACHINE OPERATOR • TCI NZ • SUMMER 2018 – SUMMER 2019

Operated plastic processing machinery onsite in production line work. Coordinated with and helped other team members to improve workflow and productivity.

EDUCATION

SOFTWARE ENGINEERING • PENULTIMATE YEAR • UNIVERSITY OF AUCKLAND

Achieved a cumulative average GPA of 7.75/9. Made Dean's List for academic achievement in 2018.

A LEVEL CAMBRIDGE • GRADUATED 2017 • AUCKLAND GRAMMAR

Studied from 2013 – 2017. Completed Cambridge A Levels in Mathematics, Physics, Graphics and Design.

PROJECTS

VARpedia: A JavaFX app that makes use of Bash Linux scripting to create videos with TTS audio of the summary for a searched term and photos downloaded from a Flickr API. Features a GUI with CSS.

P5 demo: An early demo of a top-down 2D game made in the Construct 2 engine. Deployed on Microsoft Azure as web app. Playable on:

<https://project5demo.azurewebsites.net>

HOBBIES

Cycling, Skiing, Digital Art/Animation, Sketching, Gaming, Game Design, Swimming and Video Editing.



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[brickahax64](https://github.com/brickahax64)