

# Alexander Thomas Fenton

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Current intern looking for full-time employment

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## EDUCATION

**B.S. in Computer Science** | Weber State University, Ogden UT | December 2018

*\*Honors student with 3.84/4.0 overall GPA*

**A.A.S. in Computer Science** | Weber State University, Ogden UT | April 2017

### Relevant Courses Taken

Object-Oriented Programming  
Computer Architecture/Organization  
Web Development  
ASP.Net MVC Core 2.0  
Database Design & SQL

Scripting Languages  
Network Fundamentals/Design  
Data Structures & Algorithms  
Android Development

## SKILLS / STRENGTHS

**Strengths:** Goal-oriented, self-motivated, persistent, organized, adaptable, quick-learner

### **Computer Languages:**

Proficient: Git, Java, C, C++, C#, HTML, VB.Net, Typescript

Comfortable: .NET Core, Python, SQL, CSS (incl. SCSS & Bootstrap), GML

Familiar: PERL, Ruby, MongoDB, JS, BASH

**Software:** Visual Studio, IntelliJ, Photoshop, GIMP, Illustrator, Premiere, Autodesk Inventor, Blender, and the Microsoft Office Suite

## WORK EXPERIENCE

### Full Stack Intern (LDS Church, Riverton)

- February 2019 - May 2019
- **Duty:** Develop webpages pages and backend API, using .NET core, for the rights management system for the church by working with a large team in an agile method interacting with, and designing ahead of, the primary clientele.

### Software QA Intern (LDS Church, Riverton)

- January 2019
- **Duty:** Test newly developed features and bug fixes as well as automate testing of the interface for a media management system interfacing with several APIs, internal programs, and internal and external databases designed for the church's global missionary efforts. The work involved collaborating a team of developers in an agile and meeting directly with the clients who are actively using the product

### **Computer Science Tutor** (Weber State University)

- August 2016 - December 2018
- **Duty:** Helped dozens of students understand their Computer Science class problems. While some of these students simply needed a fresh pair of eyes to find the problem, many needed extensive teaching at their level and in a way that they can understand to help them grasp their class material. This includes programming concepts, programming procedures methods, problem solving techniques, and debugging.

### **Computer Science Student Grader** (Weber State University)

- Fall 2016 Semester
- **Duty:** Provided grades and feedback to approximately forty students on a weekly basis, to help them know what they got wrong, why it is wrong, and how they can fix it. My work allowed the professor to focus more on their lectures and helping the students understand the material as well as provided students with feedback vastly more detailed than would be possible for the professor alone.

### **Class Mentor Internship** (Code to Success)

- Summer 2017
- **Duty:** Assisted a summer class of around 25 high school students in person as well as any number of other students from the several other locations who asked for help on the official Slack channel. My help included helping the students with debugging and understanding their Rails course material including the deployment of their web applications and using git. My work helped these students gain a solid foundation for their future endeavours in the field of computer science.

### **Class Tutor Internship** (Simply Coding)

- Summer 2017
- **Duty:** Assisted three summer classes of about 30 elementary school and junior high school students each with debugging and understanding their Javascript game and Minecraft modding course material. I helped the interest in computer science of these young students to flourish, possibly leading them to find a future career path that they find fulfilling.

### **Newspaper Delivery** (Standard Examiner)

- 2005-2015
- **Duty:** Delivered newspapers to the porch (or otherwise designated area) of roughly 35 houses in prime condition and on time on a daily basis.

## **NOTABLE PERSONAL PROJECTS**

### **Tetris** (<https://github.com/Houdini111/Tetris>)

- My personal version of Tetris, built from the ground up by myself in GameMaker with the goal of full customizability. Notable (currently built) features include choices between full random and “bag” random, the ability to change the game board size (via the ini), and frame-rate independence (allowing up to 144Hz).

### **Personal Website** (<https://www.houdini111.me> and <https://github.com/Houdini111/houdini111.github.io>)

- My personal website, built from scratch by me. I used tools such as SCSS and Bootstrap during its creation. I started early September 2018 as a side project to serve as my major online presence, as a resume, and as a portfolio.

### **Editable Webpage** (<https://github.com/Houdini111/Team-MAJAB-CMS>)

- A team project for my Software Engineering II course. Our team of five people were tasked with creating a website that an administrator can log into and then edit the contents of. The exact specifications were mostly left to us and we had to use Agile to make our decisions and implement them.

## **AWARDS, HONORS, and CERTIFICATIONS**

- B.S. Degree in Computer Science
- A.S. Degree in Computer Science
- Eagle Scout Award from the Boy Scouts of America
- Level 1 Full-Stack Web Development Certification
- Future Artists in Music (FAIM)
- Achievement In Music (AIM)