# J. Alex Mina

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| Education |

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| Brown University – Providence, RI | May 2022 |

* B.S., Computer Science
* Related coursework: Computer Systems, Linear Algebra, Computer Graphics, UI/UX, Probability Computing, Deep Learning, Discrete Structures, Topics in 3D Game Engines, Data Ethics
* NCAA Division 1 Men’s Soccer (Fall) and Men’s Track and Field (Winter and Spring)
  + 30-35 hour/week commitment including travel, training, film study, meetings, and other obligations while managing a full courseload, work, and extracurricular activities.

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| Skills |

Programming languages: : C++ (highly advanced), C (advanced), Python (advanced), C# (advanced), Java (advanced), GLSL/OpenGL (advanced), Javascript (intermediate), REACT (intermediate), Scala (intermediate), OCaml (intermediate)

Technology/Security Clearance: Unreal Engine (advanced), GitHub/GitLab (advanced), Linux (intermediate), Bash (intermediate), Jira (intermediate), extensive experience debugging, active Secret security clearance

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| Experience |

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| Rite Solutions: Graphics Software Engineer – Bethesda, MD | January 2023 - Present |

* Built a back-end solution in C++ connecting a dynamic physics model to a graphical user interface using TCP/IP allowing accelerated data transfer and visualization.
* Created methodology using Python to import large data sets from a government proprietary database into a graphical simulation operated on Unreal Engine.
* Designed a complex overlay with real time metrics for a 3D simulation intended for defense training.
* Integrated a graphical simulation into a large client server system and enabled simulation accessibility on training equipment in a secure environment.
* Reviewed 50+ pull requests in C++ from teammates and worked directly with a modeling artist to apply arbitrary textures to objects at run time.

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| IDEMIA: Programmer II – Chantilly, VA | September 2022 – January 2023 |

* Utilized a Java-like proprietary language in a collaborative and fast paced setting to parse both large pre-production and live datasets.
* Led check-ins with teammates, addressed debugging issues and managed changes made to the project’s requirements.

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| Brown University: Head Teaching Assistant – Providence, RI | May 2021 – January 2022 |

* Held office hours and help sessions for over 100 students taking an advanced Computer Graphics course (CS1230) to strengthen their understanding of the curriculum.
* Communicated with the professor and team of teaching assistants daily to grade projects and labs, assign tasks, revise lectures, and coordinate lab hours.
* Interviewed, hired, trained, and delegated to seven teaching assistants.

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| Self Employed: Computer Science and Math Tutor – Fairfax, VA | June 2021 – December 2021 |

* Guided students’ personal projects coding in C++ and Java as well as leading front and back-end development efforts in Python
* Set goals for students and improved their test scores and understanding of mathematical concepts.