

ALEX HUGHES

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EDUCATION

General Assembly, Los Angeles, CA

Software Engineering Intensive, April 2019

Columbia College Chicago, Chicago, IL

Bachelor of Arts, Cinema Arts + Science, March 2016

FORWARD

I am Alex Hughes. I work on teams and by myself in an efficient manner and enjoy every moment while doing so. While previously embedded in the entertainment world, I have recently moved to tech. I am constantly absorbing all of the new languages and learning the tried and true ones that I can get my eyes and hands on -- learning both in and out of the workspace. My goal is to be at a company that continuously innovates and advances with the world and its new approaches to techniques and technology.

SKILLS

Python, React, JavaScript, jQuery, CSS, Node.js, HTML, PHP, MongoDB, Mongoose, Express, C#, TensorFlow, Unity, MLAgents, Git, GitHub, VSCode, REST API, Sublime, MS Office Suite (Word, Excel, PowerPoint), Adobe Photoshop, Slack, DocSend, Movie Magic Scheduling, NDAs, Crew Deal Memos, Rolling Calls, Maintaining phone and schedule sheets, Dropbox, Google Drive.

PROJECTS

NEURO//DROME

A RESTful app utilizing Machine Learning and Unity Game engine to pit two AI's --one of which you have trained-- against one another in a rendered game setting.

Utilized:

C#/MLAgents/Unity Game Engine: Coded inter-related aspects of game for core functionality. Utilized Machine Learning Agents for usability of game.

TensorFlow/Python: Gathered information from Tensorflow through Unity's Python API. Able to train and update brains and create new academies.

React/Styled-Components/anime.js: Developed core infrastructure on client-side with react and react-router. Able to style web pages through integrated process of styled-components and anime.js.

Node.js/Express: Server-side communication and implementation of full RESTful routes.

MongoDB/Mongoose: Storage of files for use in Unity game engine and local client side operations.

GLOBAL

A RESTful app allowing you to see the night sky from anywhere on Earth.

Utilized:

React/Styled-Components: Created for extreme ease of user translation through the app experience. Able to dynamically render specific parts of the app to increase app efficiency and load time.

Node.js/Express/MongoDB/Mongoose: Backend framework and MVC patterns helped create the API that would update the user's information, and saved latitude/longitudes.

NASA/Nightsky API: Gathered information from NASA's API service and rendered in real time the Astronomy Picture of the Day to the app as well as Nightsky's real time the positioning of the stars and planets as well as the meridian, astrological constellations, meteor showers, and other astronomical events.

CONTAGION CONTROL

A survival game played through the eyes of an epidemiologist.

Utilized:

HTML/CSS/JavaScript: Hardcode framework for situational modals, user responsiveness, and in-game logic.

jQuery: Used for complex DOM manipulations with input from user and in-game events.

jQuery Modal: Used in conjunction with event-handling system with jQuery.

CATERCO

Group Project: A RESTful app giving the user a friendly approach to book catering for an event.

Utilized:

Node.js/Express/EJS: Using information gathered from client-side interaction, was able to dynamically update and respond to their generated queries and path calls.

MongoDB/Mongoose: NoSQL database support for backend requests and responses. Reliably send/receive encrypted and hashed information to/from the User and Admin

HTML/CSS/JavaScript: Built framework and MVC patterns to streamline web-design and user experience.

WORK EXPERIENCE

Main Title Entertainment (Management Agency), Beverly Hills, CA

Aug 2018 – Dec 2018

Executive Assistant

- Provided direct support to company partners and managers.
- Manager's liaison between talent, casting, and talent agents.
- Directly managed schedules for over 50 clients

CBS, Studio City, CA

Feb 2018 – Jul 2018

Office Production Assistant

(Project-based)

- Scheduled meetings between Production Manager and Executive Producers
- Arranged travel logistics for Producers and Talent on set

Apple, Inc., Undisclosed

Aug 2017 – Jan 2018

Office Assistant

(Project Based)

- Provided assistance to project managers and the entire office in Cupertino.
- Took detailed minutes during internal meetings and followed up with appropriate parties as needed.

ADDITIONAL EXPERIENCE

- **Netflix, MTV, Disney, Warner Bros, Studio 8** - Los Angeles, CA
- **2nd Dan (Degree) BlackBelt** - in Okinawan IsshinRyu Karate
- **EAGLE SCOUT** -- Troop 112 -- New Orleans, LA