

Alexander Neville

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CAREER OBJECTIVE

To obtain a part-time position as a software engineer that I can do as a graduate student, preferably in the field of computer graphics or controls engineering.

EDUCATION

Brigham Young University, B.S. Computer Science: Animation Emphasis, April 2019
Minor in Creative Writing, Minor in Mathematics, President of Theme Park Design Club
Brigham Young University, M.S. Computer Science: Animation/Graphics, expected April 2022

COURSEWORK

CS 142: Intro to Programming	CS 355: Graphics and Image Processing
CS 224: Intro to Computer Systems	CS 455: Computer Graphics
CS 235: Data Structures and Algorithms	CS 470: Intro to Artificial Intelligence
CS 236: Discrete Structures	CSANM 150: Intro to 3D Graphics
CS 240: Advanced Programming Concepts	CSANM 354: Shader Programming
CS 252: Intro to Computational Theory	CSANM 452R: Film Production
CS 260: Web Programming	CSANM 459R: Video Game Production
CS 312: Algorithm Design and Analysis	ENGL 316: Technical Communication
CS 324: Systems Programming	VASTU 101: Intro to Art and Drawing
CS 340: Software Design and Testing	DESIL 131: Figure Drawing for Illustrators

PROFESSIONAL EXPERIENCE

Software Engineer | Sling TV | May 2019 - June 2020 | American Fork, UT

- Used TypeScript and NodeJS to integrate Sling TV with multiple hardware platforms, including Chromecast, Windows, Mac, smart TVs, mobile phones, and gaming devices.

VFX Artist/Pipeline Programmer | BYU Animation | January 2018 - May 2019 | Provo, UT

- Worked on the student film "Death and Delila". Used Houdini FLIP fluids and particle systems to create a Cubist styled fountain with tilted and angled pools. Created a tool that imported Slack messages into Autodesk Maya.

Sling Engineering Intern | Sling TV | May 2018 - August 2018 | American Fork, UT

- Converted the AV-Standalone Player, a UI-independent testing environment, from JavaScript and AngularJS to Angular 6 and TypeScript.

Teaching Assistant | BYU Computer Science | August 2016 - Present | Provo, UT

- Assisted students in designing, programming, and debugging large-scale Java and Android applications.

Network Operations Analyst | BYU Office of IT | January 2015 - June 2016 | Provo, UT

- Actively monitored campus systems, network, and applications. Provided 24/7 technical support to end users. Performed security walkthroughs of the data center.

Volunteer Representative | Church of Jesus Christ of Latter-Day Saints | October 2012 - October 2014 | Denver, CO

- Consistently worked 10-12 hour days for two years.
- Worked with 2 food agencies and 3 nonprofit charity organizations.

Production Assistant | Just Write Court Reporters | April 2012 - October 2012 | Ventura, CA

- Assisted in the production of deposition and court transcripts.

PERSONAL PROJECTS

Super Asteroids | Android Application: Mobile implementation of classic arcade game.

FamilyMap | Android Application: Displays user's family history data in an interactive map.

Theme Park Facts | Alexa Skill: Fun facts about theme parks.