Alexander Neville

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CAREER OBJECTIVE
To obtain a summer software engineering internship.

EDUCATION
Brigham Young University, B.S. Computer Science (Animation), April 2019
 Minor in Creative Writing, Minor in Mathematics, President of Theme Park Design Club
Brigham Young University, M.S. Computer Science, expected April 2022

COURSEWORK

CS 142: Intro to Programming in C++
CS 224: Intro to Computer Systems
CS 235: Data Structures and Algorithms
CS 236: Discrete Structures
CS 240: Advanced Programming Concepts
CS 252: Intro to Computational Theory
CS 260: Web Programming
CS 312: Algorithm Design and Analysis
CS 324: Systems Programming
CS 340: Software Design and Testing

CS 355: Graphics and Image Processing
CS 455: Computer Graphics
CS 470: Intro to Artificial Intelligence
CSANM 150: Intro to 3D Graphics
CSANM 354: Shader Programming
CSANM 452R: Film Production
CSANM 459R: Video Game Production
ENGL 316: Technical Communication
CS 450: Computer Vision
CS 465: Computer Security

PROFESSIONAL EXPERIENCE

Computer Programmer | BYU Administrative Services | Sept 2020 - Present | Provo, UT
- Full-stack web developer for the revamped BYU Cell Phones website. MySQL, TypeORM, Typescript, Node, Express, Angular, Sass, and HTML stack. Test-driven development done with Jasmine and Karma on the client side, and Mocha and Chai on the server side.

Visual Effects Artist | BYU Animation | Sept 2020 - Present | Provo, UT
- Creating pyrotechnic and fracture simulations for the student film "Stowaway".

Software Engineer | Sling TV | May 2019 - June 2020 | American Fork, UT
- Used TypeScript and NodeJS to integrate Sling TV's adaptive video player 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. Coded a Python 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 in Java.

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

Theme Park Facts | Alexa Skill: Fun facts about theme parks, written in Javascript.

CarniVile | Video Game: Basic first-person shooter game built using Unity and C#.