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ALEX NEVILLE

Education

Brigham Young University | Provo, UT | *2020 — 2022*
- **Major:** Computer Science, M.S.
- **Coursework:** Computer Vision, Computer Security, Pentesting, UX Design, Robust Control, PLC Programming
- **GPA:** 4.0 / 4.0

Brigham Young University | Provo, UT | *2015 — 2019*
- **Major:** Computer Science, B.S.
- **Emphasis:** Animation
- **Minors:** Mathematics and Creative Writing
- **Coursework:** Algorithms & Data Structures, Discrete Math, Web Development, Software Design, Computer Graphics, A.I., Systems, Android Development, Shaders, Game Design, Film Production

Employment

Web Developer | BYU Administrative Services | *September 2020 — Present*
- Rewrote the BYU Cell Phones website, which allows faculty and alumni to enroll in custom cell phone plans through the university, using test-driven development and the MEAN stack.

Software Engineer 1 | Sling TV | *May 2019 — June 2020*
- Integrated live and on-demand adaptive video streaming with various hardware platforms using Typescript and the Bitmovin API.

Software Engineer, Intern | Sling TV | *Summer of 2018*
- Ported a standalone video player from JavaScript and AngularJS to Typescript and Angular 6.

Teaching Assistant, Java & Android Development | BYU Computer Science | *August 2016 — April 2019*
- Taught instructive help sessions in data structures, SQLite databases, algorithms, client-server architecture, and mobile application development. Reviewed code and unit tests for quality.

NOC Analyst | BYU Office of Information Technology | *January 2015 — April 2016*
- Used Nagios to monitor alerts and escalate campus network issues. Provided 24/7 technical support to end users.

Software Projects

Slack Message Automater
- Wrote a script in Python that automatically posts video messages to a specified Slack channel.

Alexa Skill: Theme Park Facts
- Created an Alexa skill, using JavaScript and AWS, which gives a random fact about theme parks when prompted.

Photomanipulation Shader
- Wrote a shader in GLSL that changes a photograph to grayscale, negative, sepia, and color.

Video Game: CarniVile
- Coded a first-person shooter video game with Unity and C#, themed to a haunted carnival.

Group Projects

Club President | BYU Theme Park Engineering & Design Club | *October 2018 — Present*
- Led groups of 2-8 students to participate in the Cornell Theme Park Design Competition and the Disney Imaginations Competition. Also served as the lead concept artist.
- Qualified for the semifinal round of the Disney Imaginations Competition in the fall of 2019.

Visual Effects Programmer | BYU Animation | *January 2018 — Present*
- Used Houdini and Python to create fluid and fire simulations.
- Coded a Python tool that imports Slack messages into Maya.

Skills

Coding: Python, Java, Typescript, C++, OpenGL, Git, HTML/CSS, C#, C, Angular, Node, Matlab, SQL, Bash, Unity, Chromecast API.