Alexander McRae

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Education:

University of Victoria, British Columbia   September 2017 - Present
Bachelors of Science, Computer Science

Ridley College, Ontario   September 2013 - April 2017
OSSD Diploma, IB Business & Computer Science

Technical Skills:

Programming Languages:	**Others:**
Python, Java, Go, Rust, TypeScript/JavaScript	SQL, Flask, Git, React

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PROJECTS

Rusty Snake (https://github.com/McRaeAlex/RustySnake)
- Created an AI that played the game snake against other players as well as hosting a web page
- Technologies used: React, Rust, Rocket, HTTP, Git

Pretty Kitty (https://github.com/McRaeAlex/PrettyKitty)
- A web server that runs on my raspberry pi at home that when I miss my cats I send a text to and it takes a picture of them and sends it back to me as a text message.
- Technologies used: NodeJS, TypeScript, Twilio

Dimensional Snake (https://github.com/McRaeAlex/dimensional-snake-engine)
- Created a series of projects that work towards creating a 3D, HTTP based game that matches human created AI against each other.
- Technologies used: Rust, OpenGL, WebGL, React, Entity Component System

TinyURL (https://github.com/McRaeAlex/tinyURL)
- Web application that takes in a website URL and compresses it. Allowing the user to go to the shortened URL and see the original website.
- Technologies used: Go, HTML

EXPERIENCE

Web Development Club, University of Victoria
- Participated in talks and discussion about web technologies and programming.

Rocket Club, University of Victoria
- Predicting where the rocket will land using real time data coming from the sensors on the rocket. This is done using python, json files, and the predicted coordinates are mapped using QGIS software.
- Experience working in a large team with many different sub teams.

ACHIEVEMENTS

- Top 10% in Computer Science
- Marathon Finisher
- Varsity Rowing Team