Alexander McRae

Education

University of Victoria

September 2017 - present

Bachelor of Science in Computer Science, Minor in Business

Relayent Skills

Programming Langauges

Rust, C/C++, Go, Elixir, JavaScript, Bash, C#, Awk

Web Developement

Typescript, React, Vue, Nodejs, SQL, Webpack

Other

Git, SQL, Docker, Linux, RISC-V, Vulkan

Experience

3D Programmer at Suntracker Technologies Ltd. (Sept 2019 - April 2020)

Developed an embeded 3D rendering engine from scratch using OpenGL. Participated in Illumination Engineering Society talks and meetings. Worked the first 4 months as a co-op student and then continued as a contractor.

Campus Ambassador at BattleSnake (Jan 2020 - Current)

Create student involvement and interest in the open source project BattleSnake. Organized and hosted a tournament where new students came and learned about the basics of BattleSnake. Helped participants create their snakes for the tournament at the end of the day. Create new starter snakes (templates) which allow people to get up and running quickly with BattleSnake in various programming languages.

Projects

MobilityFirst: Connection Upgrade Protocol mcraealex.github.io/research/csc466

• Created a protocol and programming interface for creating sockets which allow for peers to migrate to different networks and change IP addresses without losing connections.

AlpineToast: Npm package to create toasts github.com/McRaeAlex/AlpineToast

- Created an extensible JavaScript library which allows users to create customizable toasts both programmatically and through plain HTML attributes.
- Typescript, Webpack, Rollup, TailWindCSS

Village: Social media for small friend groups github.com/McRaeAlex/village

- Developed a social media application which allows users to take control of their social media presence and only share with whom they feel comfortable.
- Elixir, Postgresql, Javascript, HTML, CSS, CRUD, Websockets, PubSub, Docker

Connector: HTTP Framework github.com/McRaeAlex/Connector

- Designed and implemented a HTTP library, language extension, and example project to better understand how high performance web servers operate.
- Rust, HTTP, Async IO