Alexander McRae

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Objective

To contribute my skills as a ¡position¿ with ¡company¿.

Education

University of Victoria   September 2017 - present
Bachelor of Science in Computer Science, Minor in Business

Relavent Skills

Programming Langauges
  C, Rust, Go, Haskell, Python, Java
Web Developement
  Typescript, React, Vue, Nodejs, MongoDB, SQL, Express
Graphics
  Ray Tracing, OpenGL, WebGL

Projects

Ray Tracer github.com/McRaeAlex/tiny-raytracer
  Implemented a extensible rendering engine with lighting, reflection, and refraction.
Tiny URL github.com/McRaeAlex/tinyURL
  Developed a web applicaition that compresses URL's, allowing the user to go to the shorter URL and see the original website.
Snake Engine github.com/McRaeAlex/dimensional-snake-engine
  Built an implementation of the game Battle Snake using an entity components system (ecs).
Typescript/React Game Interface github.com/McRaeAlex/DSnake-Typescript
  Created a progressive web applicaition using Reactjs and TypeScript which serves as the front end for a HTTP game I created.

Experience

Battle Snake 2019 github.com/McRaeAlex/BattleSnake2019
  Participated in a local coding competition and created a HTTP server which plays a version of the game snake.
Advent Of Code github.com/McRaeAlex/AdventOfCode2018
  Participated in global coding competition facing various coding challenges leading up to Christmas.
Web Developement Club
  Take part in discussions, talks and projects in a group regarding web technologies.
Rocket Club
  Predicted the landing of the rocket using real time data coming from the rocket. Gained experience working with a large team and many different sub teams.