



Alexander McRae

mcræalex.github.io — github.com/mcræalex — mail@alexandermcrae.com

Objective



To contribute my skills and continue to learn as a Software Development Engineer at A Thinking Ape.

Education



University of Victoria
Bachelor of Science in Computer Science, Minor in Business

September 2017 - present

Relevant Skills



Programming Languages

C, Rust, Go, Haskell, Python (Pandas, Numpy, Matplotlib), Java

Web Development

Typescript, React, Vue, Nodejs, MongoDB, SQL, Express

Graphics

Ray Tracing, OpenGL, WebGL

Projects



Ray Tracer github.com/McRaeAlex/tiny-raytracer

Implemented an extensible rendering engine with lighting, reflection, and refraction.

Tiny URL github.com/McRaeAlex/tinyURL

Developed a web application 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

Build an implementation of the game Battle Snake using an entity components system (ecs).

Cat Camera github.com/McRaeAlex/prettykitty

Using a Raspberry Pi, Twilio, and Nodejs, created an application that takes pictures of cats and sends them to the user in response to a text message.

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 code challenges leading up to christmas.

Web Developement Club

Took 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 large team with multiple sub teams.