

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

Relevant Skills

Programming Languages

C, Rust, Go, Haskell, Python, Java

Web Development

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 applicaiton 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).

Cat Camera github.com/McRaeAlex/prettykitty

Using a Raspberry Pi, Twilio, and Nodejs, created a application that takes pictures of cats and sends them to users 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 coding challenges leading up to Christmas.

Web Development 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.

Interests

Running, Guitar, ¡Social Thing¿

References

¡Enter references here¿