

Alexander McRae

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

Objective

To contribute my skills as a `position`, with `company`.

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, 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 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

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, iSocial Thingi

References

iEnter references herei