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
    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 a application that takes pictures of my cats and sends them to me in response to a text message.

Experience

Battle Snake 2019
    Participated in a local coding competition in which you create a HTTP server which plays a version of the game snake.

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.
Experience working with a large team and many different sub teams.

Interests

Running, Guitar, ¡Social Thing¿

References

¡Enter references here¿