



Alexander McRae

mcr aealex.github.io — github.com/mcr aealex — 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, 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 my cats and sends them to me in response to a text message.

Experience



Battle Snake 2019 github.com/McRaeAlex/BattleSnake2019

Participated in a local coding competition in which you create 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

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.