

**ALEXANDER L. OKROS**  
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## **ENTRY-LEVEL COMPUTER SCIENCE ENGINEER**

Student graduating in May 2019 from a prestigious university with a Bachelor of Science in Computer Science and Engineering. Recent experience in game development, project management, programming and computer security. Seeking opportunities to leverage knowledge and experience in the game development and information security disciplines and collaborate on a team of professionals. **Developed an understanding of the following areas:**

Project Management • Object Oriented Programming • Algorithm Design • User Experience • User Interfacing  
Database Management • Computer Security • Android Application Development • Debugging • Quality Assurance

## **EDUCATION**

**UNIVERSITY OF MICHIGAN**, Ann Arbor, MI (Expected Graduation Date: May 2019)  
Bachelor of Science (BS) in Computer Science and Engineering

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## **RELEVANT COMPUTER SCIENCE ENGINEERING PROJECT EXPERIENCE**

**UNIVERSITY OF MICHIGAN • Ann Arbor, MI (January 2018- Present)**  
*Leading technological university in science, technology, engineering and mathematics (STEM.)*

**Fall 2018 Video Game Showcase (Party Poopers):** Using an iterative process to develop a video game in a team environment over the course of six weeks. Game performed in the top half of the showcase.

- Developed Kanban system leveraging Agile methodology each week to submit for play testing and peer review.
- Collaborated with team members on key facets of the development process of the video game.
- Executed project on time with a minimal budget.
- Used Unity Collaboration to support timeline, delivery and version control.
- Point person on User Interface and Heads Up Display (HUD).

**WolverineSoft October 2018 Game Jam (Muttnik):** Spend 48 hours to develop and program a video game in a contest; required criteria were mechanics, art, audio and theme usage.

- Took second place overall for the competition in a field of approximately 30 teams. Achieved first place in mechanics, second place in audio and third place in theme compliance.
- Led parallax and object pooling for background and platform generation and spearheaded the pause menu, created and installed sound effects.

**Foundations of Computer Security:** Computing practices, how to think as an attacker, how to protect computer systems from malicious attackers.

- Learned how to protect from SQL injection and how to prevent cross-site scripting and gained skills on protection from code insertion including methods such as buffer and integer overflow.
  - Expanded knowledge in man-in-the-middle attacks, dictionary attacks, brute force, password generation and general computer security.
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## **VOLUNTEERING AND LEADERSHIP**

**WCBN-FM • Ann Arbor, MI: (September 2017-Present)**  
*University of Michigan Student Radio Station Volunteer*

- Currently developing an Android Application to broadcast from an Icecast stream and scrape the webpage for song and schedule information.
  - Participated in music review to add to the radio station library and working towards DJ status.
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## **OPERATING SYSTEMS, PROGRAMMING LANGUAGES AND TECHNICAL SKILLS**

Windows 7 • Windows 10 • Linux Ubuntu • C/C++ • Python • C# • Kotlin • SQL • MongoDB • Bash • GitHub • Unity  
Visual Studio • Android Studio • SolidWorks • Google Drive • MS Word • MS Excel

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## **ADDITIONAL EXPERIENCE**

**DISHWASHER/BUSSER:** Roadhouse Grill • Benzonia, MI (August 2018)

**DISHWASHER/EXPEDITER/BUSSER/SERVER:** The Fusion • Frankfort, MI (Summers 2015 - 2017)

**HOST/BUSSER:** The Carlyle Grill • Ann Arbor, MI (September 2015 – April 2016)

**BAKER:** Crescent Bakery • June 2015 – August 2015

**QUALITY ASSURANCE INTERN:** Electro-Optics Technology, Inc. • Traverse City, MI (June 2014 – August 2014)