

Alexander Kyte

CONTACT INFORMATION	Academic Residence: 2325 Nathaniel Rochester Hall Rochester, NY 14623 alexmkyte@gmail.com	Permanent Residence : 81 Coach Lantern Ln Scarborough ME 04074
OBJECTIVE	I am a Computer Science student with interests in compiler construction, language design, systems programming, security/cryptography, and web development.	
EDUCATION	Rochester Institute of Technology - Rochester, NY <ul style="list-style-type: none">• Major: B.S. Computer Science• GPA: 4.0• Standing: Dean's List, National Society of Collegiate Scholars• Minor: Applied Mathematics• Expected graduation: January 2016	
EXPERIENCE	Intelichek - Center Valley, PA Lead Developer	May 2013 - August 2013 http://www.intelichek.com/ Oversaw the bootstrapping of a large consumer Ruby on Rails website and helped hire the team that took over the project when we left. The site has not yet launched. MacSmith - Portland, ME Database and Networking Aid/Intern
	Assisted in the repair and diagnosis of both consumer and school personal computers and servers.	November 2010 - March 2011 http://www.themacsmith.com/onlinedata.html
TECHNICAL SKILLS	Languages Python, Ruby, Java, C, Golang, x86 Assembly, Lisp, Haskell, Clojure, Coffeescript Frameworks Ruby on Rails, Ring, Revel Operating Systems Linux - API and Userland, FreeBSD - Userland Public Code Samples https://bitbucket.org/Alexanderkyte https://github.com/Alexanderkyte	
PROJECTS	Toy Language Currently working on a purely functional programming language which leverages the LLVM platform for native code generation. Its primary inspired by Scala, C, and Ruby. Minimum Viable Window Manager Wrote a small floating window manager (229 lines of C with comments) for linux/FreeBSD in order to learn the Xorg API and to gain experience designing reliable event-driven interfaces. ShowMeTheCode Wrote a naive parser for algebraic expressions with support for integrals and summations through higher-order functions. The script takes mathematical expressions and outputs python functions which evaluate the given expressions. This script formed the basis of later, unfinished projects. Quoridor Wrote a small graph-based board game AI in a class setting, which achieved second place in competition with other groups' AIs.	
EXTRACURRICULAR	Computer Science House (CSH) A special interest house with a focus on project-based education in the field of computer science and its related sub-fields.	http://www.csh.rit.edu/