

ALEXANDER PEÑA

SOFTWARE ENGINEER

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EXPERIENCE

- **June 2022 - August 2022**
NIANTIC, INC.
Software Engineer - Intern
 - Pokémon Go Engineer
 - Front-End Development
 - C# Object-Oriented Programming
 - Dependency Injection Design Pattern
 - Mobile Development
- **January 2022 - May 2023 (Part-time)**
SAN FRANCISCO STATE UNIVERSITY
Computer Science Teacher
 - Instructor for Intro to programming course
 - In charge of my own section of students
 - Taught for the semester of Spring 2022
 - Currently teaching Fall 2022
- **November 2021 - December 2021**
SAN FRANCISCO STATE UNIVERSITY
Web Developer
 - Contract work
 - University Event Website Designer
 - Front-End Development
 - Javascript, HTML, CSS
- **June 2021 - August 2021**
PURE MATCH CO.
Backend Engineer - Intern
 - Node.js Server Development
 - AWS Server Maintenance
 - PostgreSQL database engineer
 - Mobile Development

EDUCATION

- **August 2021 - June 2023**
SAN FRANCISCO STATE UNIVERSITY
Master of Science in Computer Science
GPA 3.95
- **August 2020 - June 2023**
SAN FRANCISCO STATE UNIVERSITY
Graduate Certificate in Software Engineering
- **August - 2012 - June 2020**
UNIVERSITY OF CALIFORNIA, SAN DIEGO
Bachelor of Science in Psychology

MASTER'S PROJECT

- **MOBILE E-READER | June 2022 - June 2023**
 - React Native | Node.js | MySQL
 - Designed to help students learning english as a second language.
 - This Mobile app is given to students via teachers who agreed to help support my project.
 - Learned Practical methods and tools for SW engineering including organizational teamwork.

ACHIEVEMENTS

- **SF HACKS HACKATHON** **March 2021**
 - Team won major prize of \$500
 - Application that presents covid awareness and statistics via a users email through the Notivize API
 - Because we were given three days to complete the project, I learned to work with other developers in a fast paced environment