

Alexander C. Waters

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<https://alexwaters.dev>

EDUCATION

Champlain College, Burlington, VT May 2022
Bachelor of Science Degree in Computer Science and Innovation GPA: 3.34
Minor in Data Science
Specialization in Artificial Intelligence

- Member of Free and Open Tech Club

Relevant coursework: Introduction to Mobile Development, Calculus I, Database Management Systems, Advanced Programming, Linux/Unix Programming, Discrete Mathematics, Network Programming, Data Structures and Algorithms, Innovation II: Open Source, Introduction to Data Analytics, Computer Architecture.

SKILLS

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|--------------|-----------------------|---------------------|
| • C++ | • Swift | • Communication |
| • Python | • React | • Adaptability |
| • JavaScript | • Linux/Unix | • Team Organization |
| • HTML | • Network Programming | • Problem Solving |
| • Golang | • Public Speaking | • Troubleshooting |

EXPERIENCE

Champlain College Tech Support, Burlington, January 2019 - Present
Senior Help Desk Technician

- Provided technological support to faculty and staff
- Respond to user calls and emails regarding access to Champlain College accounts and services
- Supported user requests via a ticket work order system

New Fairfield High School, New Fairfield, CT June 2019 - August 2019
Network Technician

- Dismantled and Installed a large scale network across 5 buildings
- Organized and distributed technology related objects and devices
- Worked in a group of IT professionals to install servers, run wires, and install Access Points
- Assisted with general cleaning and custodial tasks.

SEE Project Internship, New Fairfield, CT May 2018 - June 2018

Assistant to High School Computer Technician/Network Administrator

- Shadowed high school computer technician/Network Administrator
- Solved technical problems as they arose
- Accurately communicated with clients about technical troubles
- Collaborated with administration in order to successfully run productions and events

PROJECTS

Campus A* Pathing, Dec 2018

- github.com/A-Waters/Campus-AStar-pathing
- Utilized A* Path find algorithm to find the most probable fastest path around campus based on user input

Snake Game, Jul 2019

- github.com/A-Waters/Snake-Game
- Implementation of classic snake game

Other Projects

- Under the “Projects” tab of ‘<https://alexwaters.dev>’