

# Alexander Aleshchenko

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Seeking new grad software engineering roles from May-Dec 2023

## Education

### McGill University

B.A Software Engineering GPA: 3.63

Montreal, QC

Sept 2019 - May 2023

## Experience

### Meta

Software Engineer Intern

Menlo Park, California, United States

June 2022 - August 2022

- **Proposed, pitched, designed, and built** a development, debugging, and dogfooding platform, which serves now as **the primary developer platform** for [WhatsApp Business Onboarding](#). Tools used were **Hack, Flow, and React.JS**.
- Had direct and significant impact on speeding up development for one of **Meta's top priority projects** directly mentioned by the CEO in the H1 2022 earnings call.

### Amazon

Software Engineer Intern

Vancouver, BC, Canada

Jan 2022 - May 2022

- Built major parts of a customer facing dashboard for management and debugging in the [AWS Simple Workflow](#) product using **Java, TypeScript, and React.JS**.
- This project included creating a complex design including **data aggregation from multiple sources, asynchronous and chunked loading of data**, and more.

### Rocscience, Inc.

Software Engineer Intern

Toronto, Ontario, Canada

May 2021 - August 2021

- **Designed and planned a new product** for use in the entire [Rocscience suite of apps](#).
- Worked with customers to find and gain feedback, leading to **a successful pitch to the CEO** for the project.
- The app **turns simulation outputs such as point clouds, contour maps, 3d geometries, and data tables** directly into ready-to-go **engineering reports** suitable for use by architects, regulators, and civil engineers.
- Built the beta version of the app using **C++, Typescript, and React.JS**.

### McGill University

Teaching Assistant - Computer Science

Montreal, Quebec, Canada

Sept 2020 - Present

- As McGill's youngest teaching assistant, won the [SOCS TA Award](#) for leading full-class interactive sessions for **thousands of students** in **algorithms and data structures**.
- Produced top quality [animated and pre-recorded video content](#)
- Developed apps for teaching including an [algorithm time complexity visualization library](#), a [competitive assignment framework integrated with CodePost](#), and more.
- Built out **innovative new gameified and competition based assignments** as well as pioneering new teaching formats such as podcast style multi presenter sessions.

## Projects

[BCSculpture.com](#) React.JS, Typescript, Babylon.JS, Framer Motion, Gatsby, Contentful, GitHub CI/CD

A cutting edge **virtual art gallery** with state of the art **3d and 2d animations** made extremely efficient for **lightning fast page loads**, SEO, and performance on low end and mobile devices.

[Assignment Competition Framework](#) Java, Spring Boot, Vue.JS

A scalable, production ready framework used to **host competitive assignments** in McGill University's **largest Computer Science class**. Built from the ground up with a **benchmarking server**, leaderboard UI, **account linking and authentication** system, and cheating preventions.

[HelpSched](#) Kotlin, Spring Boot, TypeScript, React.js, Framer Motion, Python, PyTorch

This app **analyzes students' performance and skills**, to help teaching staff to know what topics their class has trouble with and to **match students to content** they may be missing.