ALEXANDER T. TONEY

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EDUCATION

The Ohio State University – Columbus, Ohio   **Graduating May 2019**
   B.S. in Computer Science and Engineering Honors, Minor in Linguistics Honors   **GPA: 3.90**
   - Member of Tau Beta Pi Engineering Honor Society
   - Attended 2017 Out For Undergraduate Tech Conference for LGBT students
   Coursework: Data Structures & Algorithms, Language & Computers, Software Development & Design, Introduction to Low-Level Programming, Discrete Structures, Fundamentals of Engineering Honors

WORK EXPERIENCE

Research Assistant: *OSU Department of Computer Science & Engineering*   **Summer 2017 – Present**
   - Annotated over 2000 posts mined from Stack Overflow to generate <question, code solution> pairs for training and testing Python and SQL question answering systems

Development Intern: *Hyland Software*   **Summer 2017**
   - Developed and tested a web application with a team of interns using Angular 2 and Typescript for viewing and modifying an automatic task execution database to replace a desktop application
   - Presented progress, set development goals and received feedback at bi-weekly meetings

Software Intern: *American Woodmark Corporation*   **Summer 2016**
   - Developed a responsive internal web application with email notification functionality using ASP.NET MVC for project expense management and requisition approval used by more than 30 employees
   - Drafted database structure and web application for managing employee performance evaluations

TECHNICAL EXPERIENCE

OHI/O Hackathon: Web Application – Sentimetrics   **Autumn 2016**
   - Developed a web app that mined twitter in regions around cities, processed them for sentiment values using Google's NLP API, and mapped the sentiment values over a heatmap using Esri's ArcGIS API
   - Won the Esri challenge for the best use of their API at the 24-hour hackathon

Fundamentals of Engineering Honors Robot Competition   **Spring 2016**
   - Placed 3rd out of 64 teams in a competition where our robots raced to autonomously perform tasks
   - Built and programmed a robot to complete the movement and object manipulation tasks by reacting to data received during the run such as light and position data using a C API for sensors and motors

OHI/O Hackathon: Android Application – FriendMe   **Autumn 2015**
   - Created an android application that shared contact information, exchanged twitter follows, and linked users to add on Facebook over NFC as a member of four-person team using Android Studio and GitHub

Languages: Proficient in Java, C. Familiar with C++, C#, Typescript, Python. Exposure to Visual Basic, SQL, CSS
Technologies: Angular 2, GitHub, ASP.NET MVC, Android Studio, Subversion, Linux, Visual Studio, Eclipse

LEADERSHIP & INVOLVEMENT

Undergraduate Grader: *Software II – Development & Design*   **Autumn 2017**
   - Assisted in labs twice a week by answering questions, debugging code and checking students' work
   - Graded homework and projects, holding office hours to answer any questions students had

President: *Juggling Club*   **Autumn 2015 – Present**
   - Tripled meeting attendance by improving communication and creating a community of collaboration
   - Coordinated members and resources for recruitment events and performances

Secondary Treasurer: *Crosswalk Outreach to the Homeless*   **Spring 2016 – Present**
   - Provided 25 lunches weekly, as well as clothing and hygiene items to homeless people in Columbus
   - Managed the budget with the treasurer to pay for the supplies we give the homeless community

Volunteer: *Focus: Hope Buck-I-SERV*   **Spring Break 2017**
   - Served Detroiters in need by preparing over 1000 grocery boxes with other student volunteers
   - Assisted teachers in the preschool child care center by providing supervision and entertainment