**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