Anthony D'Alesandro

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Objective: To secure a software engineering position where I can apply my technical skills to challenging problems.

WORK EXPERIENCE

The College of Engineering   **Oct. 2022 – Present**
Undergraduate Teaching Assistant   *Columbus, OH*
- Evaluated and provided feedback on student solutions and implementations of a game, ensuring that assignments were completed accurately and on time.
- Emphasized the importance of creating expandable code to support future development efforts and enable easy maintenance, while helping students develop good programming habits that can be applied to future projects.

Ohio Supercomputer Center   **May. 2022 – Oct 2022**
Software Engineer   *Columbus, OH*
- Optimized performance of SETSM software by enhancing its codebase in C, resulting in significant improvements in processing speed and efficiency.
- Successfully translated MATLAB code to Python, streamlining the software development process and making it more accessible to team members with different programming backgrounds.
- Collaborated in a team environment using GIT for version control, while developing comprehensive unit tests for Python functions and gaining proficiency in batch systems and job submissions

EDUCATION

The Ohio State University   **Dec, 2023**
BS, Computer Science Engineering   *Columbus, OH*
- **3.906 GPA** - **Specialized** in Rendering and Game Development, **Minor** in Game Studies
- Relevant Coursework: Software and System Cycle, Game Design Capstone, Real-time Rendering, Linear Algebra
- Participated in 24 hour Hackathon to create projects, Game Development Club, Run Club

NOTABLE PROJECTS

Personal Website and Portfolio *(www.antdev.cc)*   **Present**
- Developed a dynamic Personal Website and Project Portfolio utilizing Ruby on Rails, showcasing my professional accomplishments and skills.
- Integrated advanced functionality to track my running streak, leveraging API calls to Strava for real-time data integration.
- Hosted the website seamlessly on Heroku, optimizing accessibility and performance, while employing PostgreSQL for secure user authentication and database management.

Unholy Ground Game   **May. 2023**
- Led a collaborative team of seven in the successful development of "UnholyGround," a captivating open-world first-person shooter game created in Unity.
- Spearheaded project management efforts, orchestrating seamless coordination among team members and ensuring timely milestones.

SKILLS

- Proficient in C#, C, JavaScript, Python, HTML, CSS, TypeScript, Ruby, Rails, C++, and Java.
- Proficient in using version control systems such as Git for collaborative work.
- Demonstrated the ability to work in a complex team environment of 7 developers.
- Extensive experience in using C# to create cohesive software and algorithms for game development in Unity.
- Developed small-scale games in C, including Quizlet and Minesweeper.
- Implemented a rendering engine using VTK and Qt5 in C++.
- Proficient in JavaScript, HTML, and CSS to create cohesive and well rounded UI/UX for a website.
- Familiarity with software development methodologies, including Agile.
- Familiarity with software development life cycle including requirement analysis through CSE 3231 at OSU.