Alexander Towli

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TECHNICAL SKILLS

Languages	JavasScript (ES5+), TypeScript, Java, PL/pgSQL
Platforms & Environments	Node.js, Android, Unity
Front-end Development	React, Bootstrap, Bourbon-neat, UX focused design
Database/DBMS	PostgreSQL, Redis, Firebase
Deployment Services	AWS, Heroku, TravisCI, Github Actions
Operating Systems	UNIX, Windows

EXPERIENCE

ScreenCloud
Platform Developer
July 2017 - Present

Full stack development on a digital signage cloud platform, with a focus on microservice architecture. Designed and developed a media transcoding system for the new product, involving considerable use of PL/pgSQL, AWS (Lambda, MediaConvert, ECS) and various event based services. Heavily contributed to a number of projects involving GraphQL, React and TypeScript.

Tacchi Studios, Tokyo
Software Developer Intern
January 2016 - July 2016

Worked on a social networking application for creatives in Tokyo. Was exposed to many processes that a Learn start up company executes; this included re-branding, UX testing & design, and notably full stack development in Ruby.

EDUCATION

University of East Anglia
2013 - 2017

Computing Science with a Year in Industry
Achieved 2:1 BSc (Hons)

INTERESTING PROJECTS

Magic (Smart) Mirror - Raspberry Pi, Node.js
Being exposed to the digital signage industry through IoT, I decided to build a smart mirror. The mirror features a HD TV fronted by a two-way acrylic mirror, powered by a Raspberry Pi running a web app I developed. The web app is a simple React app which pulls and caches data from a backend proxy, which calls the various APIs of interest, resulting with an information dashboard.

Healthcare Software for Norfolk & Norwich University Hospital - Node.js, MongoDB
Undergoing the research and development of an accessibility-focused web application for health professionals. The aim of the application is to allow clinicians to have an automated solution for surveying outpatients post-surgery, as a substantial amount of time is currently spent laboriously trying to contact said patients to check for signs of infection.

3D Driving Simulation - C++, OpenGL
Developed an interactive 3D graphics application which allows a user to drive around an urban environment. The end goal of the application was to gain an understanding of 3D geometric math, modern OpenGL (programmable pipeline), and shader languages.

Miscellaneous/Hobby Projects
3D game development using Unity/Blender, websocket based Youtube live station app, amongst others.

References available on request