Alexander Murphy

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Software Developer

Driven Computer Science graduate from the University of Maryland Global Campus with a 4.0 GPA, seeking a challenging role in government or industry to apply strong research, technical, and problem-solving skills. Passionate about tackling real-world challenges through innovative software and network solutions. Quick to learn, eager to contribute, and ready to make a measurable impact. Additional strengths include:

Adaptable • Analytical • Collaborative • Problem Solver
Strong Communicator • Results-Driven • Time Management • Quick Learner
Resourceful • Team Player • Critical Thinker

Education

B.S. in Computer Science - May 2025
University of Maryland Global Campus, Adelphi MD
GPA: 4.0 - Summa Cum Laude

Experience

Software Developer/ Consultant 2024 - Present
Battle Damage Studios & Mofo House Fairfax, VA

• Provided technical expertise as a consultant for Battle Damage Studios and Mofo House, working closely with international development teams to achieve project objectives.
• Developed and implemented game features and systems using C++, Java, Python, Unreal Engine, and Godot.
• Diagnosed and resolved a critical memory leak, improving frame rate by 100%, significantly enhancing game performance.
• Optimized game mechanics, and overall game architecture for better efficiency and player experience.
• Mentored and guided team members on software development best practices, including SDLC methodologies and performance optimization techniques.
• Played a key role in cross-team collaboration, ensuring seamless integration of technical solutions across projects.

Projects

Sunrise/Sunset Time Finder Capstone Project (May 2025) University of Maryland Global Campus
Collaboratively built a Java-based application to fetch and display sunrise/sunset times using location and date input. Integrated public APIs, developed a GUI, implemented zip code to GPS conversion, and created unit tests with JUnit. Designed modular code using Maven and object-oriented principles.
International Noise Awareness Day (April 2022) volunteer at George Mason University
Designed an educational poster campaign on noise pollution and co-led campus tours to promote awareness and reduction strategies
Sound Ranging and Triangulation Project (2020) at George Mason University
Built Java tools to localize sound sources using sine wave analysis and triangulation based on transmission and reception time data.

Technical Skills

Operating Systems: Microsoft/Windows, Linux (WSL, Ubuntu)
IDE Tools: Eclipse, Terminal, IntelliJ, Notepad++, VSCode
Version Control: GitLab
Languages: Python, Java, C, C++, GoDot