Alexander Anelli

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EDUCATION

UNIVERSITY AT BUFFALO
BS in Computer Science
Expected May 2017 | Buffalo, NY
College of Engineering

LINKS

Personal Site:// **alexander.directory**
Github:// **xanderrman**
LinkedIn:// **alex-anelli**

COURSEWORK

Linear Algebra (mth309)
Data Structures (cse250)
Programming Languages (cse305)
Algorithms (cse331)
Computer Organization (cse341)
Computer Security (cse410)
Operating Systems (cse421)
Software Engineering (cse442)
Machine Learning (cse474)
Modern Networking Concepts (cse489)

SKILLS

PROGRAMMING
Proficient:
Python • Java • HTML/CSS
Familiar:
C++ • C • C# • Javascript • Golang

TOOLS
Proficient:
Atom • Github • Eclipse • Slack
Unix/Mac OS • Windows • Wireshark

ORGANIZATIONS

- Association for Computing Machinery
- Wikimedia Foundation
- The Python Foundation
- Free Software Foundation

EXTRACURRICULAR PROJECTS

HOLOGEN C# | Unity Game Engine
UB Hacking 2015 | UB CSedweek 2015 | Nov 2015 | Buffalo, NY
- Constructed a plexiglass pyramid that used the peppers ghost effect to capture a pseudohologram from the light of an LED TV
- Developed a custom camera array in the unity game engine to ease development for the pyramid
- Programmed 3d versions of Tetris and Pong using C# and the unity game engine
- Selected by UB CSE department to present to secondary school students and the community at UB CSed Week 2015

SPINBOT C | Arduino | Soldering/Electronics
UB Hacking 2016 | UB CSedweek 2016 | Nov 2016 - Dec 2016 | Buffalo, NY
- Crafted a spinning machine arm out of scrap wood, a cannibalized battle robot, and recycled optical drives
- Actualized an LED persistence of vision display using arduinos, bluetooth, and two LED arrays
- Selected by UB CSE department to present to secondary school students and the community at UB CSed Week 2016

ALEXANDER.DIRECTORY HTML | CSS | MaterializeCSS/JS
Personal Website | Oct 2016 – Present | Buffalo, NY
- Designed an attractive way to display my contact information using the Materialize CSS/JS framework, and HTML

PAID EXPERIENCE

UNDERGRADUATE TEACHING ASSISTANT Java | Obect Oriented Programming | JSON
Intro to Computer Science I | January 2017 - May 2017
- Instruct students how to program using Java
- Teach weekly recitation of roughly twenty five students
- Maintain weekly office hours to work directly with students and provide additional understanding of course topics

AWARDS

2015	Best Hardware Hack	Liazon & UBHacking 2015
2015	2nd Place Overall	UBHacking 2015
2016	4th Place Overall	UBHacking 2016

CURRICULAR PROJECTS

HACKMAN HTML | MaterializeCSS | AngularJS | REST APIs
Software Engineering CSE442 | Aug 2016 – December 2016 | Buffalo, NY
- Collaborated with peers using a mean stack to develop software that will ease the organization, communication, and management of hackathons and other group-based events.