

Alexander Anelli

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EDUCATION

UNIVERSITY AT BUFFALO

BS IN COMPUTER SCIENCE

Expected May 2017 | Buffalo, NY
College of Engineering

AWARDS

Hologen - UBHacking 2015:

Best Hardware Hack

2nd Place Overall

Spinbot - UBHacking 2016:

4th Place Overall

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

Fluent:

Python • Java • HTML/CSS • Git

Familiar:

C++ • C • C# • Javascript • Go

Learning:

SQL • Django

TOOLS

Proficient:

Atom • Github • Eclipse • Slack

Unix • Windows • Wireshark

ORGANIZATIONS

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

WORK EXPERIENCE

FULL STACK SOFTWARE ENGINEERING INTERN

PYTHON-DJANGO | JAVASCRIPT | SQL-POSTGRES-SQLITE | GIT

Classavo | January 2017 - June 2017

- Create and implement a suite of software for professors and students.
- Develop student and professor sides of an assignment builder
- Created and maintain the Github wiki

UNDERGRADUATE TEACHING ASSISTANT

JAVA | OBJECT ORIENTED PROGRAMMING

UB CSE115: Intro to Computer Science I | January 2017 - May 2017

- Instruct students how to program using Java and OOP
- Teach weekly programming lab of roughly twenty five students
- Maintain weekly office hours to work directly with students and provide additional understanding of course topics
- Started an optional bonus weekly lesson on alternate topics including the Unix terminal, Vim, and Python

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 pseudo-hologram 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
- programmed LED timings using the Arduino language in the Arduino IDE
- Selected by UB CSE department to present to secondary school students and the community at UB CSed Week 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.
- designed front end of our single page application using HTML(materialize, bootstrap, fontawesome) and Angular JS