

# 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:

- Finalist

## LINKS

Personal Site:// [alexander.directory](http://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 | POSTGRESQL-SQLITE | GIT

Classavo | January 2017 - Present

- Created and implemented a suite of software for professors and students
- Added functionality to the interactive textbook editor suite
- Used a RESTful API to write front end functionality for an assignment building module
- Fixed and added functionality across the platform
- 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
- Offer two optional bonus weekly lessons on alternate topics including Python and the Unix terminal (SSH, Vim, etc)

## EXTRACURRICULAR PROJECTS

### HOLOGEN C# | UNITY GAME ENGINE

UB Hacking 2015 | UB CSedweek 2015 | Nov 2015

- 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

- 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

Software Engineering CSE442 | Aug 2016 - December 2016

- 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) and AngularJS