

Alex Shevlin

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Experience

Bell Automation Systems — Software Engineer Intern

October 2022 - Current

- Worked on a team responsible for implementing continuous integration and continuous deployment (CICD) pipelines for various software projects.
- Utilized Docker to containerize applications and managed their deployment for test and production environments, and configured NGINX as a reverse proxy to handle HTTP requests and balance traffic across multiple servers.

Dawn Servers — Full Stack Developer

March 2022 - Current

- Developed and maintained a variety of web-based applications launched with OVH to host applications using a stack including Java, JavaScript, React, and Python.
- Used Git for version control and collaborated with team members through agile development methodologies working closely with designers and developers through agile development technologies.

Valence Group Inc — Content Architect & Senior Video Editor

October 2021 - June 2022

- Coordinated 30 large-scale projects from concept to release using 3D modeling tools, heatmaps, and game editors, and consulted with team leads internationally to adapt projects based on current trends.
- Influenced viewer retention on social media platforms by an average of 37% by standardizing editing practices, and streamlined projects with Notion and Trello to increase ticket completion and productivity.

Projects

Dawn Servers

Website – Web Development(React/HTML/JS), Database(NoSQL), Ecommerce(Shopify)

- A web app serving as a portfolio for a business that showcases past projects related to custom Minecraft servers, adventure maps, and builds and allows users to purchase projects using an integrated Shopify page.
- Prioritized a user-friendly experience with a clean and modern design optimized for both desktop and mobile users.

S.L.A.G Game

Code – Game and Web Development(C#/ASP.NET), Database(SQL), OAuth

- Implemented Azure Database for MySql to host a backend REST API and designed character and background textures to create a "nostalgia-first" user experience.

Doughnut Clicker

Code – Game Development(Python/Ursina), UI/UX, JSON CRUD

- An application similar to the browser game Cookie Clicker where users can launch an executable, save their progress, and load their saved progress based on how many times a button has been clicked in the game and what upgrades have been purchased with those points.

Anaheim Grease

Website – Web Development(React/HTML/JS), Database(NoSQL), Email OAuth

- Designed to help journalists easily access first-hand accounts by allowing journalists to search for articles based on topics relating to the Anaheim area posted by admins who can upload the article title, URL, and a brief summary into Firestore.

Education

Google — Google Data Analytics Professional Certificate · December 2022

Epicodus — Full-Stack Web Development · October 2022

Skills

Proficient in HTML, CSS, Sass, Tailwind, Material UI, React, Javascript, C#/ASP.NET, SQL, NoSQL, Firebase/Firestore, Azure, AWS, Python, Docker, Nextcloud, R, and Tableau.