

Alexander Laskevic

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[LinkedIn](#) | [GitHub](#) | [Website](#)

TECHNICAL SKILLS

- **Programming:** C, C++, Java, MATLAB, Python, JavaScript, HTML, CSS
- **Frameworks and Tools:** React, Bootstrap, Tailwind, Pandas, NumPy, Figma, Node.js, Express.js, d3.js, WebSocket Angular, Linux
- **Other:** MS Office, Visual Studio, Jupyter Notebook, Jira, Agile, Scrum

EDUCATION

FH Aachen, B.Sc. Computer Science

Expected June 2023

Relevant coursework:

- Data Structures and Algorithms, Artificial Intelligence, Big Data, Applied Data Analytics, Java OOP, Databases and Web Technologies, Computer Engineering, Software Engineering, Cryptology

EXPERIENCE

Software Engineer (Internship)

Oct 2022 – Present

KISTERS AG

Aachen, Germany

- Working in an agile environment with the **Project management** tool Jira.
- Provide environment **SaaS** solutions to meteorologists to receive the latest measurements and forecasts.
- Implementation of a **Web Service** to simplify comparison between analog and digitized measurements for more than 10.000 sheets.
- Developed a Two-Factor-Authentication demo project as proof of concept for a later integration.
- Design and implementation of a bridge visualizer in form of a chart to display the current water level in real time.
- Develop, maintain, and support **ETL** processes for loading data from multiple data sources.
- Writing Integration tests for the intern data ingestion tool.

[Java, HTML, CSS, JavaScript, Web Components, Python, NumPy, Pandas]

Freelance Work in Web Development

Jan 2022 - Present

- Leading a team of 4 Student Developers to deliver web-based solutions to local clients.
- Creating company websites including GUI design, coding, deployment, consulting, maintenance

PROGRAMMING EXPERTISE

Live Piano (Full Stack, Bidirectional Client/Server communication) - [Website](#) - [GitHub](#) - [SRS](#)

- Implemented a full functional Piano keyboard and provided a multiplayer feature within a Lobby system with essentially functions.
- Reduced Server Requests by 15% through providing an offline version for Single player Lobbies.
- Conceptualize and design the prototype with Figma.

[React, JavaScript, HTML, CSS, WebSocket, Express, Figma]

ACHIEVEMENTS & LEADERSHIP

2nd Place Hackathon 2022 Aachen “Gamified Urban Gardening - Tomatogotchi” - [Website](#) - [GitHub](#)