Alfonso T Canady Jr
Software Dev| Game Dev | Instructor

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[Portfolio](#) | [Github](#) | [LinkedIn](#)

With a solid background in software development, I've honed my ability to create dependable and effective applications. I've worked as a developer and as an instructor, spurred on by my passion for learning and fostering the next generation of devs. I'm always eager to embrace new technologies, to share what I've learned with others, and find new fresh and creative solutions that drive success.

TECHNICAL SKILLS
Languages: C, C++, HTML, CSS, JavaScript, Java, LUA, C#, Python
Tools: Linux CLI, Unity, Git, Github, PowerShell, Agile, Atlassian Tools (Jira, Bitbucket)
BuildTools: Make, Gradle, Maven

INTERPERSONAL SKILLS
Inquisitive (willing to learn new things) | Able to work independently or in a team | Great time management | Ability to multitask | Excellent verbal and written communication skills with great attention to detail and accuracy | Creative thinker and problem solver.

EXPERIENCE

Huntington Ingalls Industries (*Army Research Laboratory*) – Software Engineer II
January 2024 – Present

- Collaborate with senior developers to design, develop, and maintain software for the client in Python, Java, C++, and MATLAB.
- Identified tasks needed to meet client demands and met with supervisors to discuss and approve of proposed tasks/research.
- Troubleshoot, debug, and test software to ensure functionality and reliability before deployment.

Actalent (*Army Research Laboratory*) – Computer Software Engineer
May 2023 – January 2024

- Developed and maintained software for the Electro Magnetic Field Sensing Research Branch in Java and C++.
- Regularly re-wrote existing Python code to be more performant on embedded systems using C++17.

Integration Innovation Inc – Unity Developer
Dec 2021 – May 2023

- Developed software and systems for use in training military personnel by modeling various military vehicle and air defense capabilities and concepts.
- Worked under SCRUM master to produce clean and efficient code.
- Followed storyboards provided by ISDs (Instructional Systems Designers) and work with SMEs (Subject Matter Experts) to develop content in Unity for use in training military personnel.
- Obtain and maintain DoD Interim Secret Clearance.

ProTec – Tokyo, Japan (Yokota Air Force Base)

Oct 2020 – Jan 2021
- IT Training position
- Installed and maintained electrical systems under the supervision of lead engineer

Cinilope –Software Engineer (Part-Time)
June 2020 – May 2023
- Designed and developed code for behavioral modeling of drones or other UAVs to simulate their performance in a virtual environment using Unity.
- Developed and maintained mobile applications for Android, Apple, and Windows Holo Lens platforms involving drone flight simulations
- Developed backend C# scripts to enhance program capabilities.
- Refactored existing code and implemented appropriate data structures and algorithms to reduce time and space complexity and follow proper OOP principles.

Code Crew Code School – Lead Instructor
February 2021 - August 2021
- Developed Full Stack Developer curriculum in conjunction with Seattle's Code Fellows Coding Boot Camp
- Trained Teaching Assistants in teaching techniques and software development practices
- Instructed beginner – advanced CS Courses on Full-Stack software development

Code Crew – K-12 Instructor and Curriculum Designer
May 2019 - October 2020
- Designed, developed, and taught Computer Science Curriculum for K-12 focusing on Python and Java
- Developed CS and Teacher Training for K-12 Instructors and Teaching Assistants

EDUCATION

Rhodes College- Memphis, TN
B.S Computer Science (Minor in Mathematics) 3.5 GPA – 2019

AWARDS

Memphis Flyer 20 under 30 award recipient: [Memphis Flyer | 20 < 30 The Class of 2022](#)
For outstanding contributions to the city and shaping its future.

PROJECTS

Ecosystem Simulation *– Unity / C# / Artificial Intelligence /*[*GitHub Repo*](#)
- Developed natural selection simulation modeling relationship between prey and available food in the environment.
- Created a system for genetic variation allowing set attributes a chance to mutate to the next generation resulting in an agent more "fit" to survive in said environment.

Additional projects and code available at https://canadydev.io/#projects