

ALEC DESCHENE

SOFTWARE ENGINEER

INFO

ADDRESS

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States

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LINKS

[Professional Website](#)

[Github](#)

SKILLS

C \ C++

● ● ● ● ○

WinForms (C# and PS)

● ● ● ● ○

Unity Game Engine

● ● ● ● ○

C#

● ● ● ○ ○

Powershell

● ● ● ○ ○

Python

● ● ● ○ ○

Haskell

● ● ● ○ ○

Rust

● ● ● ○ ○

HTML/CSS/JavaScript

● ● ○ ○ ○

PROFILE

Recent Computer Science graduate with a passion for learning new technologies, a deep understanding of the core CS concepts, and experience with many languages/frameworks.

BS in Computer Science with a cumulative GPA of 3.6.

EDUCATION

BS in Computer Science, Portland State University

Portland

Sep 2017 — Dec 2019

A focus on programming paradigms, computational theory, and algorithms.

Cumulative GPA: 3.6

AAS Transfer Degree, Portland Community College

Portland

Sep 2015 — Jul 2017

General CS-related coursework.

Cumulative GPS: 3.8

PROJECTS

Software Engineering Class Project

Portland State
University

Handled significant portions of:

- Requirements gathering
- Software requirements specification
- Program design planning
- Software development and QA

Gained real experience with Agile software development.

Capstone Project

Portland State
University

Handled significant portions of:

- UI design \ implementation
- Requirements gathering
- Software requirements specification
- Software development and QA

Gained further experience with Agile software development and SCRUM.

Attended requirements gathering meetings, prototype demo meetings, etc.

Developed \ designed the majority of the UI for a fairly large piece of software.