

# Alex Graves

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## Education

**University of Pennsylvania**  
May 2019

**Major:** Computer Science (Digital Media Design), Bachelor of Science in Engineering  
**GPA:** 3.68 (Dean's List 2015-16, 2016-17)  
**Current key coursework:**  
Advanced Computer Graphics; Algorithms; Computer Organization and Design  
**Past key coursework:**  
Interactive Computer Graphics; Databases; Networks and Security; Data Structures and Algorithms; Programming Languages and Techniques; Introduction to Computer Systems; Android App Development; Ruby on Rails Web Development

## Experience

**Director of Web Dev.**  
The Daily Pennsylvanian  
Dec. 2017 – Present

- Lead a team of developers in maintaining full-stack apps, creating unique project pages, building internal tools, and expanding interactive and data-driven news
- Make high-level decisions as Business at-large member of the DP Executive Board

**Product Intern**  
Chariot Transit, Inc.  
Summer 2017

- Managed products like a price quoting tool redesign to expanding internal tools
- Implemented front-end and back-end for a new **feature** to add and display fully-booked charters dates, improving user experience for customers and employees
- Did front-end development on new **about**, **pricing**, and **commuter benefits** pages

**Digital Director**  
The Daily Pennsylvanian  
Dec. 2016 – Dec. 2017

- Oversaw the shift to fewer print days by fostering an online-first mindset
- Made high-level company decisions as a member of The DP's Executive Board
- Managed digital departments (web development, design, analytics, social media, photo, video, and podcasts) and the DP's **digital product**

**Web Developer**  
The Daily Pennsylvanian  
Oct. 2016 – Dec. 2017

- Launched a full-stack **events website** and **restaurant guide** (both front-end and back-end development) in collaboration with other developers
- Developed **special project pages** for data-driven and visually interesting content

**Design Editor**  
The Daily Pennsylvanian  
Dec. 2015 – Dec. 2016

- Shifted the role of Design Editor to be more digital-first by collaborating with developers on **project website pages** and designing the UI for an events website
- Emphasized more data-driven work and illustrations within a 16-member staff

## Skills

**Programming Languages**  
*Proficient:* Ruby, Java, C++, HTML/CSS, Python, JavaScript, C  
  
*Some Experience:* Scala, OCaml

**Frameworks and Tools**  
*Proficient:* Git, Rails, OpenGL, Android, Angular, MySQL, MongoDB

**Design and Creative**  
*Proficient:* Illustrator, InDesign, Maya, Sketch, Photoshop

**Languages**  
*Intermediate:* French

*Beginner:* Japanese, Spanish

## Selected Projects

**Mini Minecraft**, November 2017  
Miniature version of Minecraft, built in C++ for my Interactive Computer Graphics final project. I worked with two partners, and I implemented the game engine and player physics, texturing (using OpenGL), the inventory system, and procedurally-placed trees.

**Ascriber**, PennApps XVI September 2017 (**Repo**)  
Ruby website scraper to identify uncredited images, find the credits, and suggest alternatives. Built the image and credit scraper. Won "Best Use of Google Cloud Compute/Big Data Products".

**Events@Penn**, Summer 2017  
Events aggregation app built with Ruby on Rails. Implemented major features such as filtering, security checks, and page layouts.

**Chariot Fully-Booked Dates**, August 2017  
Created endpoints for fully-booked charters in Python and internal UI for employees and external styles for customers with AngularJS.