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.