

Alex Graves

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Education

University of Pennsylvania
May 2019
Major: Computer Science (Digital Media Design), Bachelor of Science in Engineering
GPA: 3.71 (Dean's List 2015-16, 2016-17)
Current key coursework:
Interactive Computer Graphics; Database and Information Systems; Introduction to Networks and Security; Android App Development
Past key coursework:
Data Structures and Algorithms; Programming Languages and Techniques; Introduction to Computer Systems; Mathematical Foundations of Computer Science; Ruby on Rails Development

Experience

- Product Intern**
Chariot Transit, Inc.
Summer 2017
- Managed a range of products, from a redesign of the price quoting tool for charters to expanding internal tools like permission functionality
 - 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
 - Improved website functionality and appearance by doing front-end development and design for a **new about page**, **pricing page**, and **commuter benefits page**
- Digital Director**
The Daily Pennsylvanian
Dec. 2016 – Present
- Prepared the company for a print schedule reduction by holding editors accountable for digital content mandates and fostering an online-first mindset
 - Make high-level company decisions as a member of The DP's Executive Board
 - Manage 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 – Present
- Launched a full-stack **events website** and **restaurant guide** (both front-end and back-end development) in collaboration with other developers
 - Develop **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
 - Expanded the capabilities of the design department to include more data-driven work and illustrations by hiring, training, and managing a 16-member staff

Skills

Programming Languages and Frameworks
Proficient: Java, Ruby, HTML, JavaScript, C, Git, Rails, Angular

Some Experience: Python, Scala, OCaml, Arduino, jQuery

Design and Creative
Proficient: Adobe Illustrator, InDesign, Photoshop, Autodesk Maya, Sketch, Invision

Some Experience: Premiere, Mudbox

Languages

Intermediate: French

Basic: Japanese, Spanish

Selected Projects

Events@Penn, Summer 2017
Events aggregation platform built with Ruby on Rails. Implemented major features including filtering, security checks, and mobile layouts.

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

Schema, May 2017 (**Repo**)
Color scheme app with friending features built as the final project for a Ruby on Rails class.

Minesweeper, December 2016
Built the game Minesweeper in Java, using Swing and I/O, as well as thorough JUnit testing.