ALEXANDER J MEYERS

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OBJECTIVE

SUMMER INTERNSHIP IN SOFTWARE ENGINEERING
Emphasis: User Experience, Front-End Development, Back-End Development & Sales

EDUCATION

CORNELL UNIVERSITY Ithaca, NY
INFORMATION SCIENCE MAJOR, BUSINESS MINOR
Concentration in Human-Centered Systems & Information Systems 79 credit-hours earned

SKILLS

PROGRAMMING Java, Ruby on Rails, HTML, CSS, JavaScript, SQL, PHP, Python
OPERATING SYSTEMS Windows, OS X & Linux
SOFTWARE Microsoft Word, Excel, Access, PowerPoint, Photo & Video Editing

EXPERIENCE

RESEARCH, CORNELL UNIVERSITY June 2013-Present
Built Android App to create microblogs that synced between phone & server.
Analyzed implications of UI on user experience through custom-built social network.
Chosen for eLab in Entrepreneurship@Cornell.

TECH CONSULTANT Brandywine Gastroenterology Associates June 2009-Present
Tech consultant for medical practice. Administered production of website. Liaison between web developers & practice. Handled transition from paper to Electronic Medical Records (EMR).

CAMP COUNSELOR Summers 2007-2012
Worked with children age 4-10 to foster confidence and team-building.

LEADERSHIP

CHIEF TECHNOLOGY OFFICER On campus start-up: Daapr
LEAD DESIGNER/LIAISON Brandywine Gastroenterology website
COACH CUFC Club Soccer Team
LEAD CAMP COUNSELOR
CAPTAIN Tennis Team

ACTIVITIES

Information Science Student Association (ISSA)
Play & Coach CUFC Club Soccer Team
Cornell Barbell Club
Rec Tennis

COURSES

Intermediate Design & Programming for the Web Developed websites that focused on both client & server side functionality. Topics included PHP, JavaScript, AJAX, relational databases, SQL. Final project involved developing a website for an undergraduate club.

Object-Oriented Programming & Data Structures Learned fundamentals of Java & Object-Oriented Programming. Topics included code structure, organization, graphical user interfaces, algorithm analysis, recursion, data structures & simple graph algorithms.

Communication & Technology Analyzed the role of technology in human behavior & society. Studied how design influences the way users interface & collaborate with technology.

Introduction to Data Science Learned graph theory, discrete probability, Bayesian methods, finite automata, Markov models & hidden Markov models. Applied examples to various areas of information science including structure of the web, genomics, natural language processing & signal processing.

SERVICE

Museum of the Earth, Day Care Cleanup, Family Reading Partnership, Habitat for Humanity