

# Alexander Shaham

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[GitHub](#) | [Portfolio](#) | [LeetCode](#) | [LinkedIn](#)

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## EDUCATION

### M.S.E. Software Engineering

Arizona State University

January 2023 - June 2024

GPA: TBD

- Select Coursework: Software Project/Process/Quality Mgt, Software Integration & Engineering...

### B.S. Computer Science: Computer Game Design

University of California, Santa Cruz

September 2017 - June 2022

GPA: 3.35

- Select Coursework: Web Development, Data Structures & Algorithms, Multivariable Calculus...

## EXPERIENCE

### HCL BigFix - Software Engineering Intern

May 2023 - August 2023

- TBD

### Women's Healthcare Clinic - Freelance Web Developer

June 2022 - September 2022

- Created a mobile responsive landing page using React and MUI.
- Swapped from CRA to Next for routing, and redid the UI/UX using Bootstrap for upkeep.
- Implemented accessibility features such as Spanish translations and a light/dark mode toggle.

### King Nutronics Corporation - QA Engineering Intern

June 2018 - September 2018

- Assisted in the quality assurance of calibration machines to ensure proper accuracy and precision.
- Tracked and resolved a printing bug that was causing dozens of products to be recalled.
- Built test beds to expedite the QA of PCBs for several different types of machines using CAD.

## SKILLS

**Languages:** Javascript | C/C++ | C# | Python

**Frameworks/Libraries:** React | Next | Bootstrap | HTML/CSS | Node/Express | Jest | Git

**Softwares:** GitHub | PostgreSQL | Docker

## PROJECTS

### [Fakebook Marketplace](#) - Front End Developer

November 2021 - December 2021

- Recreated the Facebook Marketplace using Express, React, and PostgreSQL.
- Implemented the UI/UX with React and MUI, featuring mobile responsiveness.
- Added a test suite using Jest to ensure 100% code coverage for the front end.

### [Queen of The Hill](#) - Programmer & Producer

October 2021 - November 2021

- Created an ant themed idle clicker in JavaScript with ~10k Itch.io plays and ~500 downloads.
- Programmed the game's core mechanics, and tied its underlying systems to the UI/UX.
- Managed artistic direction, and created a sprint based production plan with Trello for a team of 7.