

Alejandro S. Griffith

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EDUCATION

Purdue University

Bachelor of Science in Computer Science. GPA: 3.62

West Lafayette, IN

August 2022 – May 2026

INTERESTS

System programming, backend development, database management, cloud infrastructure, object-oriented programming, and low-level programming.

SKILLS AND TOOLS

Programming Languages: HTML, CSS, React, JavaScript, Java, C, C++, SQL, Python, Bash, and Assembly.

Tools: LaTeX, Terminal, GitHub, MySQL, SQLite, NodeJS, Neo4j, and MongoDB.

LANGUAGES

English: Native

Spanish: Native

Korean: Elementary

EXPERIENCE

Teaching Assistant (CS250 - Computer Architecture)

Purdue Computer Science

West Lafayette, IN

August 2024 - Present

- **Evaluate Student Work:** Evaluate student projects and lab assignments in C, C++ and Assembly.
- **Support Students:** Provide support by addressing student questions and problems during office hours or online forums.
- **Lead Lab Sessions:** Conduct lab sessions to help students with homework, exam preparation, and course-related questions.

Minecraft Developer

Self-Employed

Jerez de la Frontera, Spain

August 2016 - September 2020

- **Game Developer:** Designed and developed game add-ons in Java, and Shell Scripting (Bash), enhancing the gaming experience for hundreds of online players around the world. This role involved creating engaging content for Minecraft games, successfully generated revenue.
- **Server Owner:** Owned and managed servers using Shell scripting and Java that hosted over 10,000 registered users.

PROJECTS

MySubs Tracker, October 2024

- Mysubs Tracker is a subscription management tool that helps users effectively track their expenses. It allows users to add, view, and delete subscriptions with details like name, price, payment method, and billing cycle.
- Ensured data security with encrypted cookies and session management using tools such as JWT and MongoDB.
- Technologies: MongoDB, Next.js, TailwindCSS.

SnapBattle, May 2024

- Developed with a group of students as a project for CS307: Software Engineering I.
- SnapBattle is an innovative mobile application designed to keep friend groups connected through the fun and engaging activity of photo-sharing based on daily prompts.
- My role included managing user authentication, backend functionality, messaging features, and ensuring the application was responsive with real-time updates.
- Technologies: MERN Stack (MongoDB, Express.js, React Native, Node.js), Socket.IO, Firebase and OpenAI.

Purdue Market Place, December 2022

- Served as the team leader in a collaborative effort to create a marketplace application using Java.
- Implemented a comprehensive program, leveraging Java's menu frame for an intuitive user interface on the front-end. Additionally, developed the back-end database to support the application's functionality.
- Technologies: Java and Markdown.

View more projects and repositories at <https://www.alesgsanudoo.com/projects>