ALEXANDRA VAN PRAAG

SOFTWARE ENGINEER

PROFILE

I'm passionate about applying mathematical thinking in any situation while also interested in art, design and the intersection of art and tech.

EXPERIENCE

Software Engineer, General Motors; Austin, Texas

- Managing, coordinating, and communicating with deployment engineers, IT, and plant operations to ensure safe and timely launch of each new line of EVs.
- Automating and streamlining deployment processes to save teammates hours of manual work by designing, creating, and developing tools in multiple languages.
- Deploying the applications that monitor production and flow of batteries in factories in the US /Mexico by analyzing current programs and launching improved programs.

Researcher and Teaching Assistant, Carnegie Mellon University

- Designed an independent graph theory research project under Professor Pegden

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — B.S. Discrete Mathematics and Logic, 2021

- Minor: Computer Science, Film Studies & Media

SKILLS

- JavaScript, HTML, CSS, Python, C++, C, SML, SQL

Languages: Spanish, English

PROJECTS

2023 YouTube Rewind

Developed a website with Django and React and a PostgreSQL database. The website takes a user's history via JSON and using YouTube's data API, returns a 5 page summary of the YouTube video's a user watched throughout the year.

Fundamentals of Computer Science

Developed a program using OpenCV, tkinter, PIL, and matplotlib called "Mathematical Beauty" that with a picture returns a report which tells the user how proportional their face is according to the golden ratio among other things

Computer Systems Project

Developed a proxy server in C that can manage multiple connections using concurrency and simple cache. Created a dynamic memory allocator in C that consist of the malloc, free, realloc, and calloc functions. Developed a Linux shell in C that supports a simple form of job control and I/O redirection

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