

Alex Laties

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Education

Fall 2007 - Spring 2010

University of Pennsylvania School of Engineering

Majored in Computer Science.

- Learned some theory
- Implemented a CPU, an OS shell, and some sweet buffer overflows
- Dropped out due to health reasons.

General Purpose Software Developer

I'm general purpose programmer who has worked on building, maintaining, and scaling web applications. I work primarily in Python, but have no strong language preference and have used C, C#, Java, Ruby, PHP, and Javascript. I have experience with larger IDEs, such as Visual Studio, MonoDevelop, and XCode, but claim no great proficiencies.

I have worked with teams in an agile style to quickly deliver features and products. I have worked with ticketing systems, such as Jira and Trello, to manage work loads. I have worked with source control systems, like Subversion and Git. I have experience with Test Driven Development through the use of unit tests.

I have contributed some code to open source projects Bottle, watchwithme, and pyrollbar.

Work History

March 2012 - October 2013

Voxy, Inc

Software Engineer

- Worked with Django 1.3 on Python 2.7 to maintain a web application and mobile API.
- Built prototypes for internal CRMs.
- Built a new mobile API stack in Bottle.
- Set up loadbalancing for web and mobile stacks using haproxy and pacemaker.
- Set up and wrote initial recipes for Chef provisioning service.
- Also dealt with PostgreSQL, MongoDB, Varnish, Celery, Redis, uwsgi, gunicorn, and nginx.

Fall/Winter 2010 - January 2011

University of Pennsylvania - School of Medicine

Lab Assistant

- Assisted in the generation, collection, and processing of data from experiments.
- Dealt with Matlab, Excel, and Python, as well as a variety of lab equipment.

Side Projects

These are some of the more recent projects I've worked on. A comprehensive list, as well as links to all projects, can be found on my personal site (<http://alex.laties.info>).

- watchwithme - A web application to watch things synchronously with friends. Built using Tornado/Python, Redis, WebSockets and WebRTC on AWS.
- gotheater - A port of watchwithme to Go. Built more for learning Go than having a working product.
- Amaize - A 2-player 2D adversarial game about finding a way to the center of a maze. Corn themed. Built using Unity/C# at GGJ 2014.
- Fighter Prototype - A 2-player 3D fighter prototype I worked on to learn about Unity. Built using Unity/C#.
- HaxeGame - A 2D single player bullet hell prototype. Built using HaxePunk/Haxe.
- Balance Breakout - A 2D Breakout clone that uses a phone's orientation to move the paddle. Built using Android/Java.