ALEXANDER MECHLER

SOFTWARE ENGINEER

alex@alexwritescode.com
alexwritescode.com
585-571-7017
Rochester, New York
alex-mechler

Skills

LANGAUGES

Java
Python
Javascript
Ruby
C

DATABASES

Redis
SQLite

FRAMEWORKS

Flask
Django
NodeJS
jQuery
MaterializeCSS

TOOLS

Git
Github
SVN
Sublime 3
nginx
gunicorn

Education

Rochester Institute of Technology
BS Software Engineering 2021
GPA: 3.66 / 4.0
Deans List: Fall 2016, Spring 2017

Projects

Puppeteer-Hunt - https://github.com/alex-mechler/puppeteer-hunt
August 2017 to Current

- Puppeteer-Hunt is a bot for the game Diamond Hunt 2
- Puppeteer-Hunt automates several of the more time-consuming tasks in the game, saving users time and effort
- Many aspects of the bot are user-configurable, to aid in detection avoidance
- Runs in a headless instance of the chromium browser
- Built using Google's Puppeteer framework for NodeJS

Stock Game - stockgame.party
June 2017 to Current

- Stock Game is a web-based extension to a board game
- Works as a controller to control in-game events, prices, and secret information
- Developed a room-based, multi-device multiplayer aspect to allow for information to be given to only some players
- Utilizes AJAX and Server Sent Events to create a smooth UX.
- Back-end built on Flask, Redis, nginx, and gunicorn. Front-end built with MaterializeCSS and jQuery. Deployed onto a DigitalOcean Ubuntu 16.04 droplet

Indicium - https://github.com/alex-mechler/indicium
February 2017

- Website for users to report symptoms and generate reports for doctors
- Built using Django, Bootstrap, SQLite, Sparkpost API
- Developed the back end user authentication, generation of reports, and emailing doctors and clients
- Built with a team of three others for Brickhack3

strdl - https://github.com/alex-mechler/strdl
October 2016

- strdl is a documentation tool for Python code
- Developed this tool using Python's built-in inspect library to parse documentation comments
- Developed modularly to allow easily expandable and customizable functionality
- Outputs parsed comments to easily readable HTML documents

Activities

Society of Software Engineers — August 2016 to Current
Member

- Attended multiple tech talks to learn in depth about different technologies and techniques
- Networked with companies to learn more about working in the industry
- Worked on various projects to practice development skills

First Robotics Competition Team 1126 - SparX — January 2013 to June 2016
Lead Software Engineer

- Lead a team of approximately 5 software engineers from inception to development to debugging of a robotics control system in 6 weeks
- Quickly implemented fixes and features at competitions
- Projects were written in Java using the WPILib framework
- Communication with other teams working on the mechanical and electrical portions of the robot was frequent to discuss new requirement, clarify use, and update progress