Alexander Sheen

Senior · US Citizen

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Work Experience

Platform Engineer Intern - Slalom Build

Chicago, IL June 2021- Aug 2021

- Deployed AWS Cloud Infrastructure and maintained CI/CD pipelines for a new internal IoT management application for a user population of 300+ employees
- Built a Bitbucket pipeline to automate code builds and run Jasmine unit tests, enforcing 80% code coverage, utilized 5+ times daily per Software Engineer.
- Wrote Infrastructure as Code to automate Cloud Infrastructure deployments (~8 minutes per environment).
- Setup **DNS** and **CloudFront** infrastructure to create a **new prod environment**.
- Enhanced pipeline by retrieving AWS CloudFormation logs to the Bitbucket console and by imposing mandatory manual triggers for deployments to prod.
- Implemented AWS Cognito **AuthN** and **AuthZ** to protect the app's API endpoints from unwanted access.
- Deployed dev and prod DynamoDB database tables and wrote Python seeding scripts for **Regression Testing**.
- Worked in a development team of 6 and practiced Agile Development with 2 week sprint cycles.

Software Engineer Intern - Script Health

Chicago, IL June 2021- Aug 2021

- Utilized **React** and **Wordpress** to build a new frontend workflow allowing pharmacists to easily prescribe vaccines.
- Developed **frontend features** such as a patient vital forms, expired question and warning flags, and Wordpress landing page.
- Recommended and built a "Pharmacy Locator" using Google Maps SDK after researching available API options.
- Built a Wordpress staging site for safe and contained testing.

Projects

Virtual Reality Diver Interface - https://tinyurl.com/56un292e

- Created an intuitive and usable interface for scuba divers, prototyped in VR using Unity and Oculus Quest 2.
- Anchored menu buttons and essential metrics such as depth to the user's wrists for easy access.
- Designed a radio with a unique horizontal number pad interface to avoid accidental inputs from the user.
- Addressed weak peripheral vision by centering the crewmates manager with track and quick call buttons.

Education

University of Chicago

B.S. Computer Science, B.A. Media Arts and Design

Graduating June 2023

GPA: 3.86. **Dean's List** 2021-2022 (top 20% of class)

Relevant Coursework: Computer Networks, Computer Security, Computer Architecture, Graph Theory

Skills

Coding Languages: C, Python, Javascript, Java, Typed Racket

Software/Development Tools: AWS CloudFormation, AWS Serverless Framework (SAM), React.js