ALEXANDER ALI

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PRIMARY SKILLS

- Java
- C#
- C
- C++
- Javascript
- HTML5
- CSS
- SQL
- Git
- JSON
- JQuery
- LINQ
- Unit Testing
- ARM Assembly
- React JS

RELEVANT COURSEWORK

- Software Design and Implementation, I & II
- Algorithms
- Introduction to Embedded Systems
- Introduction to Computing
- Discrete Mathematics
- Linear Algebra
- Introduction to Electrical Engineering
- Multivariable Calculus
- Probability and Random Processes

EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN, AUGUST 2019 – MAY 2023

ELECTRICAL AND COMPUTER ENGINEERING

GPA – 4.00
Engineering Honors Program

EXPERIENCE

SOURCE360 GROUP, JANUARY 2020 – SEPTEMBER 2020

SOFTWARE ENGINEERING INTERN

- Full stack development role that required the use of Java, JavaScript, SQL, HTML, and CSS
- Implemented new web pages and functionality into an existing application that increased efficiency and ease of use in the system
- Designed and implemented a user interface that created a system for users to manage tasks for certain projects

AXXESS TECHNOLOGY SOLUTIONS, AUGUST 2018 – AUGUST 2019

SOFTWARE ENGINEERING INTERN

- Full stack development role in creating a fully functioning webpage
- Used C#, SQL, and CQRS to facilitate backend logic and database calls
- Coded in JavaScript, CSS, and HTML to build the frontend of the webpage
- The resulting webpage increased efficiency for pending claim management for their user base

PROJECTS

TANKS HANDHELD VIDEO GAME, SPRING 2020

PROGRAMMER AND DESIGNER

- Constructed and breadboarded parts such as a joystick, LCD, and DAC to create a handheld game
- Created a two-joystick system to allow for multiplayer functionality

SPACESHIP VIDEO GAME, SPRING 2020

PROGRAMMER

- Used XCode and Swift to develop a spaceship game for iOS devices
- Created a rocket landing simulator utilizing a physics engine
- Modeled the game after SpaceX Falcon 9's reusable rocket booster