Alexander Appleget

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TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML/CSS
Frameworks: NextJS
Developer Tools: OpenAI, Git, GitHub, GitKraken, Supabase, Appwrite
Libraries: React

EXPERIENCE

Gridiron Survivor - Software Engineer   June 2024 – Present
Apprenticeship   *Remote*

- Engineering a scalable SaaS platform for an NFL survivor pool, enhancing user engagement and game integrity
- Solely designed and implemented the entire email notification system, ensuring timely and automated user updates
- Serving as the functional frontend engineer, developing reusable functions to streamline workflows for the UX team and enhance maintainability
- Strengthening code quality through rigorous code reviews, debugging, and automated unit testing with RTL and Jest
- Collaborating in Agile sprints to manage development tasks, improve workflow efficiency, and deliver continuous updates
- Specialize in functionality of code, ensuring robust and efficient performance
- Conduct unit testing using React Testing Library (RTL) and Jest to ensure code reliability and functionality

PROJECTS

Elfgorithm | *NextJS, React, TypeScript, Supabase, OpenAI*

- Developed in a team of five for a hackathon, focusing on AI-powered holiday gift recommendations.
- Integrated AI to generate personalized gift suggestions.
- Designed and built interactive UI components for seamless user input and AI-driven results.
- Delivered a functional MVP within the hackathon timeframe, demonstrating rapid prototyping skills.

TripWhiz AI (In Progress) | *NextJS, React, TypeScript, Supabase, OpenAI*

- Developing an AI-powered web application to streamline travel planning.
- Designing and implementing AI to automate data processing and storage in Supabase.
- Implementing authentication and user sessions with Supabase Auth to enable personalized experiences.