Alex Averill
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PROFESSIONAL EXPERIENCE

Software Developer   **May 2018 - Present**
Ideum

- Development, testing, and deployment of interactive applications in QT and Unity for Museums and Fortune 500 companies. These interactive applications run on large format touch screens, and other custom hardware.These interactives can be found in zoos, children's museums, natural history museums, and occasional trade shows.
- Development and integration of custom hardware experiences using Arduinos and Raspberry Pi's. These projects ranged from LED lighting, to motion enabled interactives.
- Installation of exhibits into their final space, Training client on usage and maintenance needs of individual exhibits.
- Collaborated with other team members to create project proposals and prototypes for business development based on RFQ's or educational outcome goals.

Educational Technology Technical Lead   **Sept 2014-May 2018**
University of Texas at Dallas- Science and Engineering Education Center

- Design, develop and maintain a robust set of Mobile Educational Laboratories (educational exhibits) placed in public venues such as museums and libraries. Exhibits involving a range of hardware:touchscreen technology, A/V devices, optics and filters, AC/DC motors and electronics, educational manipulatives and a range of operating systems and software packages. Developed and implemented systems to capture usage statistics of exhibits; monitor and report usage on an ongoing basis. Over 60,000 learners of all ages use the exhibits annually.
- Expand center's computer science (CS) offerings. Created a 5-part kitted workshop introducing learners the basics of programming and electronics.. Also introduced six additional CS-based now used by public libraries throughout Texas. Combined, the workshop and additional exhibits have grown participation in CS-offerings 225% in the last 3 years.
- Additional responsibilities include: creating and maintaining documentation on all exhibits; onboarding and training of new employees; supervising interns and outreach volunteers; and providing ongoing technical support for all department information technology and AV equipment.

SKILLS SUMMARY

Languages: Proficient in C/C++, C#, JavaScript, SQL, HTML/CSS, Python
Frameworks: QT, Unity, Godot, Bootstrap, ReactJS, Kivy
Hardware: 3D Printers, Arduino, TI Launchpads, Raspberry Pi
Software; Git/Github, CAD (Fusion 360), 3D Printing, Windows, Linux, Mac, Office/Google Drive, Slack, IRC

EDUCATION

Bachelor of Science in Software Engineering
University of Texas at Dallas, May 2018