

Alex Eckardt

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EDUCATION

McMaster University

Bachelor of Science in Computer Science, Co-Op

Hamilton, ON

Sept. 2021 – May 2025 (Exp)

Google IT Automation with Python

6 Course Certification - Configuration Management, Automating Real World Tasks

Coursera

Apr. 2021

WORK EXPERIENCE

Operations Lead

Orbital Quantum

May 2023 – Sept. 2023

Toronto, ON

- Spearheaded and managed administrative operations, driving the back-end establishment of the company.
- Designed intuitive automation tools with full-stack development, streamlining diverse administrative tasks.
- Revitalized company website to interact with Google Firebase for user authentication.
- Participated in the esteemed *Creative Destruction Lab* program, cultivating meaningful industry connections and deepening insights into quantum technology.

Teaching Assistant

McMaster University

Sept. 2023

Hamilton, ON

- Overseeing two courses, **Introduction to Programming**, and **Binding Algorithm Theory to Practice**.
- Responsible for the preparation and oversight of weekly tutorials and bi-weekly labs.
- Managed exam logistics and assignment marking.
- Provided one-on-one support during office hours for student queries.

Junior Software Engineer

Yarowa (formerly JAROWA AG)

June 2022 – Sept. 2022

Zug, Switzerland

- Engineered and deployed a micro-service to anonymize sensitive customer data for machine learning applications.
- Conducted data pre-processing using Python's Pandas and Microsoft Excel, enhancing data quality for analysis.
- Met several week-based time frames to have anonymization micro-service deployed into production.
- Collaborated within Agile framework, optimizing communication, teamwork and project delivery skills.

PROJECTS

Titan Quest | *Git, React, JavaScript, Video Editing, GML, Audio Editing*

October 2023

- Submission for the NASA Space-Apps 2023 hackathon.
- Led a cross-functional team of 6 developers and designers to create and deliver project within a 48 hour deadline.
- Demonstrated strong leadership by managing project scope and resources, effectively meeting all requirements.
- Presented features of product to hackathon committee and created a product showcase video.

Pinball Pioneer | *GMS2, Aseprite, Git, Audacity, Web Design*

July 2023

- Solo-developed a puzzle game in entirety within 48 hours for the GMTK 2023 Game Jam.
- Finished *7th out of 7000 (Top 0.1%)* submissions.
- Envisioned, Designed, built and tested all game systems & assets.
- Designed captivating web-page to market and highlight game play features for voting period.

Soulflame (Alpha) | *GML, Git, Social Media*

June 2019 - July 2022 (On Pause)

- Began Solo-development of handcrafted metroidvania with platforming elements.
- Created Social Media (amassed over 3000 followers), as well as worked with Alpha Testers, to promote and collect feedback.

GO Transit Visualizer | *HTML, JavaScript, Python, Big Data*

June 2023

- Parsed Real World Data using Python to create usable JSON Files for visual map and transit data.
- Used modular design to add touch-screen compatibly.

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML/CSS, Java, C#, SQL, C/C++

Frameworks: React, Node.js, Astro, WordPress, SwaggerAPI

Developer Tools: Microsoft Azure, Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm

Languages: English, German