

# ALEXANDER FISHER

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[alexfisher03.github.io/portfolio](https://alexfisher03.github.io/portfolio)

## EDUCATION

### University of Florida

Bachelor of Science in Computer Science

Grade Point Average: 3.77

Gainesville, FL

Aug. 2022 – Exp. May 2026

**Coursework:** Operating Systems, Datastructures and Algorithms, Comp. Organization, Alg. Abstraction and Design

## EXPERIENCE

### ACM - Workshop Lead

May 2024 – Present

University of Florida Association for Computing Machinery | **ACM**

- Elected as the official ACM Co-Workshop Lead for the 2024-2025 academic year
- Planned and hosted educational workshops aimed at enhancing technical and professional skills among students in the computing field
- Designed interactive and engaging content to foster learning and innovation in software development and computer science
- Integrated custom attendance tracking software into the official UF ACM website using Firebase, significantly boosting student engagement

### BNY Mellon - Sophomore Summit

July 2024

The Bank of New York Mellon | **BNY**

- Selected for the 2024 BNY Engineering Sophomore Summit
- Received an inside look at BNY's large-scale software development methodology through senior developers
- Participated in BNY's specialized Business Coding Challenge and gained direct feedback from senior developers
- Engaged in multiple workshops focused on enhancing professional networking skills and personal brand building

### ACM - ACMake Design Team Lead | React, CSS, TailwindCSS, FramerMotion, Firebase

Spring 2025

- Selected as lead developer of the UF-Association for Computer Machinery **ACMake** Design Team
- Spearheaded the optimization of the legacy UF ACM website by employing React's component-based architecture, enhancing site performance and maintainability
- Integrated FramerMotion and React TsParticles libraries to revolutionize the site's aesthetic, introducing a contemporary and interactive user experience
- Redesigned the website's frontend utilizing TailwindCSS, achieving a modern and user-friendly interface

## PROJECTS

### Quantum Vision - Modern Physics Simulation App | Svelte-Kit, TypeScript, Three.js

Nov. 2024 - Feb. 2025

- Sole Developer of **Quantum Vision**, an interactive web application visualizing various quantum mechanics in 1D, 2D, and 3D using Svelte, SvelteKit, and Three.js
- Engineered a responsive UI with Flowbite-Svelte and Tailwind CSS to enhance user engagement and accessibility
- Optimized performance by dynamically splitting heavyweight components and managing assets with Vite
- Deployed on a custom domain ensuring scalable and robust production hosting

### Barbell - Social Media Web Application | Python, Django, MySQL, React

June 2023 - Present

- Spearheaded the development of **Barbell**, a gym-focused social networking platform, creating dynamic user profiles and interactive features similar to Instagram and YouTube using Django
- Implemented a secure, scalable database with MySQL and integrated the frontend with Django using HTML, TailwindCSS, and React to create responsive user interfaces
- Used Git for collaborative development and configured cloud hosting on DigitalOcean with Unicorn and Nginx
- Automated security features, including email verification, with Django's All-Auth and SendGrid's API

## TECHNICAL SKILLS

**Languages:** Python, C++, JavaScript, TypeScript, HTML, CSS, SQL

**Frameworks:** Django, Svelte, Svelte-Kit, ThreeJS, React, TailwindCSS, Catch2

**Developer Tools:** Git, GitHub, Vite, Figma, VS Code, Vim, Firebase