

Alex LaTourelle

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Professional Experience

Full-Stack Developer, Aether Meta (Oct 2022-Feb 2023)

- Utilized Node.js, React.js, Nest.js, PostgreSQL, and Solidity to help create an NFT marketplace on the Blockchain
- Developed UI in React.js for the web environment and marketplace
- Used Nest.js and Prisma to create modules for better testing environments for REST API and CRUD applications
- Worked with PostgreSQL databases to further optimize Back-End development

Unity VR Developer (Intern), Museum of Science Fiction (Aug 2022-Dec 2022)

- Worked with a team to design and prototype the virtual reality application for the MOSF
- Created and finalized materials/textures for 3D Objects in Unity
- Tested new innovative technologies to gain visitor experience insights

Education

AR/VR Development and 3D Graphics Program Certificate (Feb 2022)

- New York University, NY

Viticulture/Enology Associate's Degree (May 2020)

- Santa Rosa Junior College, CA

Skills

Programming Languages: HTML/CSS, JavaScript, React.js, Node.js, Nest.js, Three.js, SQL, Express, Prisma

Design Software: Cinema 4D, Unity, Redshift

Productivity Software: Visual Studio Code, Microsoft Office, Google Suites, GitHub, Firebase

Projects

React Game Lobby

- Game Lobby that uses MaterialUI where a user can sign-up and sign-in to select Players
- Utilizes Context API and React Router to navigate through webpages
- Firebase integration for storage of user data and cloud function endpoints through Axios
- Utilizes PostgreSQL Back-End database to hold User data and Player color data

Nest.js Prisma REST API

- Built a Node.js CRUD REST API with JWT Authentication for a development database
- Built for product oriented scalability with proper end-to-end testing environments