

Alex McNurlin

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Moscow, ID

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Education: *University of Idaho*

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|---------------------------------------|---------------------------------|
| • B.S. Computer Science | <i>Graduation May 2020</i> |
| • B.S. Mechanical Engineering | <i>3.8 GPA</i> |
| • B.S Mathematics (Computation focus) | <i>Dean's list 2014-Present</i> |

Relevant Classes

Computer Science

Machine Learning
Cryptography
Evolutionary Computation

Mechanical Engineering

Computational Fluid Dynamics,
Advanced SolidWorks
Numerical Methods/Numerical Linear Algebra

Skills:

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- Familiar with many programming languages, and excited to learn more.
 - Self-motivated and able to apply analytical solutions to complex problems.
 - Proficient with the Linux command line and using Linux as a development environment.
 - Adept with software such as **Vim**, **Git**, **Excel**, **SolidWorks**, **MatLab**, **EES**, and **ANSYS**.
 - **CSWA** certified, with intent to pursue **EIT** and **CSWP** certifications.

Programming Languages: *Code snippets at http://alexmcnurlin.github.io/code_snippets*

Proficient

Python
C/C++
Bash

Knowledgeable

C#
MatLab/Octave
HTML/CSS/JS/PHP

Interested

Julia
Haskell
F#

Professional Experience: *6 years programming experience*

Software Engineering Intern at Schweitzer Engineering Laboratories (April 2017 – Current)

- Worked as part of the development team behind SEL OpenFlow controller and switch.
- Applied Python and Gherkin to write automated functional tests to verify that company software meets the given requirements.
- Automated control of external hardware as part of functional tests.
- Write skeleton application in C# ASP.NET to interact with OpenFlow controller.

Mechanical Engineering Intern at Schweitzer Engineering Laboratories (May – August 2018)

- Designed mechanical assembly of hardware for network failover testing.
- Utilized SolidWorks to design sheet metal components.
- Evaluated exterior components to determine those that met system specifications, environmental requirements, and company policies.
- Performed stress and tolerance analyses to verify that components were viable.

Junior Software Developer at Kickback Rewards Systems. (June 2014 – March 2017)

- Collaborated with a team of developers to maintain and improve company web applications built with HTML/CSS/JavaScript, PHP, and Ruby.

Projects: *Projects viewable at <https://alexmcnurlin.github.io/portfolio>*
