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Alex Pruitt Jr.

https://www.linkedin.com/in/alexpruittjr ||| https://github.com/alexp230 ||| https://steam/GamesForTheTable/

Hard Skills

Languages: Python, C#, Java, SQL, JavaScript, HTML, CSS, React, C, C++
Frameworks and Tools: Flask, Unity, AWS, GitHub, Git, Microsoft 365, Agile, Scrum

Education

University of Alabama at Birmingham (UAB) || Aug 2020 - Dec 2023
- Bachelor of Science, Computer Science | GPA: 3.60

University of Alabama at Birmingham (UAB) || May 2024 - May 2025
- Master of Science, Computer Science | GPA: 3.77

University of Alabama at Birmingham (UAB)
- Cyber Security Analytics Certificate (CSAC)

- **UAB Breakthrough Scholarship**
- **UAB Dean's List**
- **Cum Laude**
- **Presidential Honors**
- **Association of Computing Machinery (ACM) Treasurer**
- **Minor in Mathematics**

Experience

IT HelpDesk Tech || 1917 Clinic at Dewberry (UAB) || June 2023 - Current
- Resolve technical issues across hardware, software, networking, and security using remote tools (**Bomgar, RDP**).
- **Mitigate vulnerabilities across 300+** devices and documenting security risks and incidents.
- Manage full workstation lifecycle including **imaging,** configuration, cable management, domain onboarding, and **software provisioning**.
- Assist in Active Directory, Group Policy, Microsoft Office 365, and other applications.

Game Developer & Designer || Unity 6 || October 2023 - Current
- Full-stack game using **C#, .NET Framwork,** Netcode for GameObjects, and **object-oriented programming (OOP)**.
- Built classic games (**Checkers, Chess**) and an original hybrid of the two games, with familiar game mechanics.
- Implemented **Agile/Scrum methodology** with **GitHub** to manage iterative development, with plans to integrate **unit testing** for enhanced code quality.
- **Front-end UI/UX design**, delivering intuitive interfaces and smooth gameplay flow.

Customer Service, Deli, and Produce Clerk || Publix || March 2021 - February 2024
- Built **strong communication** and **interpersonal skills** through direct **customer interaction**.
- Developed **collaborative mindset** by working across many departments.
- Strengthened **problem-solving abilities** in **fast-paced environments**, quickly identifying issues and resolving them.

Projects

NCAAF Heisman Winner Predictor:
Using machine learning and data mining concepts, we scrapped information from the ESPN and NFL websites for player data, cleaned the data, and ran different machine learning models to predict and validate Heisman winners. [Python, Jupyter Notebook, Selenium, WebDriver, BeautifulSoup]

SRVR | Meal-Kit Delivery Website:
Local website allowing users to order meals through a subscription plan and download the recipes for each meal (a "HelloFresh" simulation); including ability for users to create an account, login, and order meals to be delivered to the user. [AWS, Python, Flask, HTML, CSS, GitHub, Sqlite3]

Drone-Assisted Farming Simulation:
Sim-application helping farmers with general tasks and chores. Drone contains methods assisting with scanning farmer's property, herding animals, and crop/farm management. App built with an interactive UI and UX allowing users to control the drone's functionality. [Java, JavaFX, Scene Builder, Agile Scrum]

Music Genre Classification Using Machine Learning:
Automate classification of music tracks into specific genres using machine learning. The team leverage audio feature extraction and classification models (Random Forest, CNN, KNN, and SVM. [Python, Jupyter Notebook, Librosa, NumPy, Pandas, Scikit-learn, Matplotlib, Seaborn, PyTorch]

Employee Management System (Web App):
Local web application managing employee information, schedules, and payroll. Administrators can oversee records, assign shifts, and generate pay stubs, while employees can view their schedules, access pay slips, and request time off. [Python, Flask, SQLAlchemy, HTML, CSS, Bcrypt, SQLite, WTForms, Flask-Migrate, GitHub]