Alexander Proskiw

3rd Year Computer Science Student

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Education

Bachelor of Computer Science | UBC   **Sept. 2022 to Dec. 2024**

- Maintained a 4.3 GPA (A+) to-date in an accelerated second-degree program.
- Completed courses in software development, software architecture, data structures and algorithms, relational databases, data science, machine learning, and statistics.

Bachelor of Environmental Engineering | UNBC & UBC   **Sept. 2014 to Dec. 2018**

- Achieved a 4.3 GPA (A+) and standing as a UNBC Scholar.

Work Experience

Environmental Engineer-In-Training | Envirochem Services   **Feb. 2019 to Aug. 2022**

- Successfully managed 20 consulting projects ranging in value from $5k to $50k.
- Supported the development of an environmental data importer and analysis program which improved report writing efficiency by 25%.
- Strong data analysis skills which were utilized to treat and analyze over 800 million liters of water at a major coal terminal expansion project, ensuring compliance with regulatory permits.

Technical Projects

YouTube GPT Chrome Extension 🔗 | BCS Hackathon   **Mar. 2023**

- 2nd place winner – worked with a team under a 24-hour deadline to create a chrome extension which combines the YouTube API and the OpenAI API with a unique prompting algorithm, enabling the user to summarize or query an entire YouTube video in seconds. Utilized HTML, CSS, and JavaScript to achieve seamless integration with the existing YouTube user interface.

Credit Card Optimizer 🔗 | School Project   **Jan. 2023 to Mar. 2023**

- Implemented test driven development and object-oriented design principles to create a graphics-based Java program which allows the user to obtain a personalized credit card recommendation based on their unique spending and valuation of different credit card reward programs.

Portfolio Website 🔗 | Personal Project   **Feb. 2023**

- Created a personal portfolio website, complete with mobile responsiveness functionality, by applying skills gained from the completion of an HTML, CSS, and JavaScript course on Udemy.

Space Debris Collection Game 🔗 | NASA Space Apps Hackathon   **Oct. 2022**

- Demonstrated my eagerness to learn and passion for innovation by participating in a NASA hackathon where I worked with a multi-disciplinary team to develop a JavaScript game using the Phaser 3 framework that allows the player to collect space debris.

Technical Skills

Programming:	Java, Python, R, HTML5, CSS, JavaScript
Tools/Environments:	IntelliJ, PyCharm, Visual Studio Code, JupyterLab, RStudio, Git/GitHub