



Alexander Proskiw

Computer Science Major

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github.com/alexproskiw

Technical Skills

Programming:	Java, Python, R
Web:	HTML5, CSS
Testing:	JUnit, TDD
Tools/Environments:	IntelliJ, Visual Studio Code, JupyterLab, RStudio, Git/GitHub

Technical Projects

Personal Website **February 2023**

- <https://alexproskiw.github.io/>
- Created a responsive personal portfolio website using HTML and CSS.

Spaceship Flying Game **December 2022**

- Developed a game in Racket (similar to LISP) in which the player flies a spaceship through a procedurally generated cave. Included collision detection between the ship and the cave walls.

Work Experience

Environmental Engineer-In-Training – Envirochem Services **2019 to 2022**

- Project manager for approximately 20 consulting projects ranging in value from \$5k to \$50k.
- Supported the development of an environmental data importer and analysis program.
- Conducted field operations, performed data analysis, and authored reports for environmental investigations at over 50 commercial and industrial sites.
- Treated over 800 million liters of water at a major coal terminal expansion project to ensure project compliance with regulatory permits.
- Conducted spill recovery operations for a 10,000-liter diesel spill at a remote logging camp.
- Managed erosion and sediment control for the upland placement of 500,000 m³ of dredged sand.

Extracurriculars

- **2022:** NASA International Space Apps Challenge
- **2016:** STEM Spotlight Awards – Infrastructure Category Winner

Education

Bachelor of Computer Science – UBC **September 2022 to April 2025**

- 4.3/4.0 GPA to date

Bachelor of Environmental Engineering – UNBC /UBC **2014 to 2018**

- Dean's Honour List, UNBC Scholar, UBC Trek Excellence Scholarship
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