

Alex Rendler

Carlsbad, California 92009

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EDUCATION

University of Arizona, College of Science

Bachelor of Arts in Computer Science

Minor: Business Administrations

GPA: 3.3, Dean's List 3 semesters

Honors: Vice President of Communications, Viviane & Steve Franklin Scholarship, Arizona Recognition Award

Tucson, Arizona

Grad Date May 2024

TECHNICAL SKILLS

Relevant Positions: Vice President of Communications, Software Engineer

Programming Languages: Python, Java, C, C++, JavaScript, HTML

Operating Systems: Windows, Unix, Linux, OS

Software/Libraries: Git, Jira

PROFESSIONAL EXPERIENCE and RELEVANT COURSEWORK

StatsX Sports Analyzer (SQL, Python, HTML, AWS)

San Diego, CA

Full Stack Developer

Oct. 2024 – Present

- Designed and deployed a sports analytics website integrating MySQL databases, Docker containers, and AWS EC2 instances for scalable, up-to-date defensive statistics and player projections.
- Implemented data-driven models and visualizations using Python and JavaScript to provide user-friendly insights from aggregated sports data.
- Delivered a seamless user experience by combining expertise in front-end (HTML, CSS, JavaScript) and back-end (Python, SQL) development.

Cloud Computing Project (HTML, JavaScript, SQL, AWS)

University of Arizona, AZ

Web Developer

Jan. 2024 – May 2024

- Leveraged Jira to manage sprints, track team progress, and ensure alignment with Scrum methodology, leading to the successful creation of an app from concept to completion.
- Orchestrated a team in the creation of an app using the Scrum development process, facilitating communication between team members and potential users to align on a shared goal and concept using Figma.
- Refined user experience through front-end UI/UX development and personalized interactions via back-end work with Firebase, increasing user satisfaction and engagement.

Software Engineering (JavaScript, HTML, Python, CSS, AWS)

University of Arizona, AZ

Scrum Master

Aug. 2023 – Jan. 2024

- Developed responsive web applications using HTML, CSS, JavaScript, and Python, showcasing proficiency in full-stack development.
- Led a team through the Scrum development process, facilitating collaboration and defining user-centric goals using Figma to align project objectives.
- Engineered a personalized user experience by designing intuitive front-end UI/UX elements and integrating Firebase for robust back-end functionality.

Aevex Aerospace (C, C++, JavaScript, Linux, Bash)

San Diego, CA

Software Engineer

Jul. 2022 – Aug. 2022

- Utilized Jira to manage tasks, track progress, and collaborate with a team of software engineers in the design, implementation, and debugging of a LiDAR mapping system used in drones and other vehicles.
- Contributed to the development of new software features on Embedded Linux and Microsoft Windows platforms, improving system performance and functionality.
- Regularly reviewed and optimized existing code in C, C++, and JavaScript, making efficiency edits and resolving bugs, resulting in enhanced code stability and reduced processing time.

Career Objective

Motivated and innovative Computer Science graduate with a passion for data analytics and design, eager to bring creative ideas to life through code. Dedicated to continuous learning and achieving excellence, I aspire to leverage my problem-solving, communication, and leadership skills to lead teams in delivering impactful projects. My goal is to combine technical expertise and visionary thinking to inspire innovation and drive success in collaborative environments.

Relevant Information

Skills: Leadership, Communication, Product Design, Project Management, Data Analytics, Web Design, Back-End Development, AWS Services, Debugging, Shell.

Relevant Positions: Vice President of Communications, Software Engineer

Portfolio: [Portfolio](#)

Github: <https://github.com/alexrendlerCS>