Alex Saltstein

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EDUCATION

Stevens Institute of Technology | Hoboken, NJ

Master of Science in Software Engineering   Expected December 2021
Bachelor of Science in Computer Science   Expected May 2021

GPA: 3.80 | **Awards**: Edwin A. Stevens Scholarship, Dean's List, Computer Science Honor Society

Relevant Coursework: Data Structures, Algorithms, Web Programming I & II, Database Management Systems, Concurrent Programming, Systems Programming, Programming Languages, Deep Learning, Operating Systems

Activities: Phi Sigma Kappa Fraternity -Treasurer, Upsilon Pi Epsilon, Stevens Computer Science Club, Skiing

Volunteering: Fisherman's Mark Food Pantry and Social Services (3yrs)

SKILLS

Languages and Web Technologies: Java (5yrs), JavaScript (3yrs), HTML5 (3yrs), CSS (3yrs), React (2yrs), Swift (2yrs), C++ (1yr), C (1yr), Erlang (1yr), Ocaml (1yr), Scheme (1yr), React Native (1yr), Apex (1 yr), Objective-C (<1yr)

Tools: Xcode, Git, Brackets, Visualstudio Code, Mongodb, Salesforce, SOQL, AdobeXD, Photoshop

Operating Systems: macOS, Windows

WORK EXPERIENCE

Scholastic Technology Services | Chelsea, NY

Software Engineer Intern   June 2020 - August 2020

- Worked in an agile development cycle to create custom Salesforce web components from idea to production
- Updated existing code to latest industry standards to improve efficiency and add extra functionality
- Integrated Power BI, Tableau, and other data tracking solutions into existing Salesforce environments
- Collaborated with other interns to create a functional internal event tracking and social media web app using React and Spring Boot

North of Normal CBD | New Hope, PA

IT Manager   April 2019 - January 2020

- Created, installed, and managed all technology used throughout the business such as social media, website, and point of sale systems
- Administered daily operations to ensure policies were adhered to by sales staff
- Worked closely with human resources in recruiting, selecting, and training new personnel

Overtime | Brooklyn, NY

Software Engineer Intern   May 2016 - August 2017

- Collaborated with a team of interns supervised by senior developers to create a multiplayer pong game in Swift and Objective-C by utilizing and improving existing code that supported bluetooth connection between users
- Developed a macOS desktop application using Swift that served as an AI training tool to create sports highlight reels
- Learned bug fixing and project management software to deploy IOS applications for testing purposes to select users and devices

PROJECT EXPERIENCE

Drunkful | Hoboken, NJ

Mobile App Development   March 2020 - Present

- Designed, developed, and published mobile app using AdobeXD and React Native to Apple and Google Play store
- Created Mongodb backend hosted on Google Cloud to store information used within app and website

Forkist.com | Hoboken, NJ

Web App Development   December 2019

- Contributed to the development of Forkist.com using Node.js, Next.js, React.js, Redux, and hosted on Google Cloud App Engine
- Lead the front end team in designing and implementing a responsive web app based on strict guidelines from the client

Pennington School | Pennington, NJ

IOS App Development   May 2016

- Created a class schedule tracking app in Swift to notify students of when classes take place based on the day
- Utilized Google Calendar API to parse data from a public calendar managed by admin to determine day of a rotating class schedule

U.S. Citizen