ALEXANDER GEORGIEV

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EDUCATION

Virginia Polytechnic Institute and State University - B.S. in Computer Science **Anticipated Graduation: May 2024**

- Minor in Human-Computer Interaction (HCI)

Relevant Coursework:

- **Multimedia/Hypertext Capstone (In Progress)** - Leading a Senior Design Project in close collaboration with clients to craft multimedia and hypertext solutions that precisely meet their objectives and address their unique challenges.
- **Comparative Languages (In Progress)** - Explored diverse programming languages and their applications.
- **Computer Systems** - Explored hardware-software interaction, memory hierarchy, and operating systems.
- **Introduction to Human Computer Interaction** - Introduced me to Human-Computer Interaction (HCI), where I learned to apply techniques, such as research, analysis, prototyping, and usability evaluation, through a mock project.
- **Data Structures and Algorithms** - Advanced data structures, data structure analysis, and algorithm performance.

TECHNICAL SKILLS

Languages | Java, C, C++, Python, JavaScript/HTML/CSS, Rust, Bash, Powershell
Frameworks/Libraries | React, React Native, Node.js, Django, Express
Developer Tools | Linux, Git, Unity, ROS, Firebase

EXPERIENCE

Edamam | Software Engineering Intern **June 2022 - Present**

Created Future-Ready Backend Implementation for Existing and New Systems Java | Python | JavaScript | CSS

- Integrating Generative AI into our platform to create content through in-depth analysis of food and recipe databases.
- Designed impactful web crawling and data scraping to gather culinary insights from top online sources.
- Implemented and deployed Java applications, optimizing UPC validation processes with pinpoint accuracy.

Virginia Tech Arcade Lab | Research Volunteering **Feb 2023 - March 2023**

Enabling Communication Between the "Husky" Construction Robot and a Mavrick Drone Python | ROS

- Demonstrated mastery in ROS and Python programming for seamless control of the Husky Robot.
- Successful execution of drone landings atop the Husky Robot, employing intricate Python control systems.
- Cultivated hands-on expertise with navigating problem-solving scenarios within a dynamic construction environment.

PROJECTS

VTHACKS | MuSentence **Nov 2022**

Contributed to the Development of MuSentence, a Music Recommendation Platform JavaScript | Python | React | Django

- Gained extensive hands-on experience in utilizing languages such as React, Django, and Python.
- Utilized VSCode and a combination of GitHub and LiveShare for efficient project collaboration and coding.
- Overcame React and Django challenges, and made design decisions for a React website.
- Successfully demonstrated teamwork, problem-solving, and research skills to achieve goals.

HackViolet | SisterCircle **Feb 2023**

Enhancing Nighttime Safety with Real-Time Location Tracking React Native | Firebase

- Designed and developed a robust front-end system using React Native and Expo.
- Utilized Firebase for real-time user tracking, triggering notifications on safe distance breaches.
- Facilitated user account creation and login processes, allowing users to form groups for safe travels.

Personal Project | Sudoku Game **Aug 2023**

Designed and developed an Auto-generating Sudoku Game with multiple difficulties. React | Express | Java

- Utilized JavaScript for algorithmic logic and React for the frontend, ensuring a smooth and engaging user experience.
- Implemented an Express backend to manage game generation and solving and seamlessly connecting it to the frontend.
- Enhanced user experience with Pause, Solve, New Game, Refresh, and Pause Screen features.

CLUBS & ORGANIZATIONS

Game Development Club at Virginia Tech **Aug 2021 – Present**

Snow Club at Virginia Tech **Aug 2021 – Present**