

ALEXANDER GEORGIEV

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EDUCATION

Virginia Polytechnic Institute and State University - Bachelor of Science, Computer Science

Aug 2020 – Present

- Planned Minors: HCI (Human-Computer Interaction), Mathematics
- GPA: 3.43

Relevant Coursework:

- **Computer Systems** - Explored hardware-software interaction, memory hierarchy, and operating systems.
- **Introduction to HCI** - Created mock projects using research, analysis, prototyping, and evaluation techniques.
- **Data Structures and Algorithms** - Advanced data structures, data structure analysis, and algorithm performance.
- **Intro to Computer Organization** - Learned C and gained an introduction to the design and operation of computers.
- **Software Design & Data Structures** - Learned Java and object-oriented programming.

TECHNICAL SKILLS

Front-End Skills | React, React Native, JavaScript/HTML/CSS, TypeScript, Node.js

Back-End Skills | Java, C, C++, Python, MIPS

Developer Tools | Linux, Bash, Git, Unity, Firebase, Django, ROS

EXPERIENCE & PROJECTS

Edamam | Software Engineering Intern

June 2022 - Present

Created Future-Ready Backend Implementation for Seamless Integration

Java | JavaScript | CSS

- Designed and implemented robust Java programs for seamless UPC validation, ensuring accuracy.
- Acquired expertise in web scraping techniques to extract and collect valuable data from diverse websites.
- Enhanced Git proficiency to streamline collaborative work, fostering effective code reviews.
- Actively collaborating with fellow team members to optimize code integration processes and increasing efficiency.

Virginia Tech Arcade Lab | Research Volunteering

Feb 2023 - March 2023

Created a Program Enabling Communication Between the "Husky" Construction Robot and a Mavrick Drone

Python | ROS

- Acquired proficiency in controlling the Husky Robot using ROS and Python programming.
- Successfully coordinated the landing of a drone on top of the Husky Robot by implementing Python controls.
- Collaborated efficiently with a team to execute the project swiftly and effectively.
- Attained practical experience in robotics and problem-solving within a construction environment.

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.

CLUBS & ORGANIZATIONS

Game Development Club at Virginia Tech

Aug 2021 – Present

- Designed and developed games using Unreal Engine.
- Participated in weekly meetings to drive game design and implementation.
- Contributed to "Game Jam" events, demonstrating skillful creation of innovative games.