

Alon Levy

425-505-8316 | alonlevy04@gmail.com | linkedin.com/in/alonlevy04 | github.com/alonl1

EDUCATION

University of Washington, Seattle

Sep. 2023 – June 2026

Bachelor of Science in Informatics

GPA 3.9

Relevant Coursework: Data Structures & Algorithms, Machine Learning, Intro to AI, Database Systems, Data Science Foundations, Linear Algebra, Web Programming, Client-Side Development, Server-side Development

EXPERIENCE

Software Engineering Intern

Nov. 2025 – Present

Propper AI

Seattle, WA

- Automated the Doc Gen feature by extracting merge tags from DOCX template.
- Developed integration with Salesforce to map the detected tags to database fields, eliminating manual entry.

Software Engineer Intern

July 2025 – Oct 2025

Joze AI

Redmond, WA

- Engineered core platform features for AI-driven mediation sessions using Next.js, TypeScript, and Tailwind CSS.
- Built end-to-end user authentication and session management utilizing NextAuth and Supabase to ensure ssecure handling of sensisitive conflict resolution records.
- Implemented real-time data synchronization and state management to support complex multi-user session interactions and automated workflow logic.
- Maintained production builds and CI/CD pipelines via Vercel, ensuring stable feature rollouts and consistent platform availability for the AI mediation tool.

Localization

March 2024 – May 2024

WordPlay Research, University of Washington

Seattle, WA

- Localized object-oriented programming materials and technical curriculum into Hebrew, expanding accessibility for an interactive typography-based coding platform.

PROJECTS

Bowling Performance Tracker | *Next.js, Gemini API, Supabase, SQL, Vercel*

Jan. 2026 – Present

- Developed a full-stack web application for logging and analyzing bowling statistics, accessible at bowling-tracker-six.vercel.app.
- Automated data entry by implementing an AI-powered image processing tool that extracts and logs game statistics directly from scoreboard photos
- Engineered a high-performance AI chatbot utilizing the Gemini API and Supabase (SQL) to provide real-time, accurate analytics on personal game data with sub-3-second latency.
- Designed a comprehensive user dashboard for visualizing historical session logs and individual game performance to track long-term progress.

NFL Game Picks | *React, JavaScript, GitHub Pages, REST APIs*

Sep. 2025 – Present

- Developed an NFL matchups prediction platform, hosted at alonl1.github.io/nfl-game-picks.
- Integrated REST APIs to fetch real-time team standings, enabling data-driven weekly game picks.
- Implemented competitive league functionality, allowing users to create groups and track accuracy against peers.
- Deployed via GitHub Pages for streamlined, continuous updates throughout the NFL season.

Pacman AI Competition (3rd Place out of 60) | *Python, Search Algorithms*

Dec. 2024

- Placed 3rd by engineering Python agents for real-time maze navigation and scoring.
- Implemented A*, Minimax, and Expectimax algorithms to optimize pathfinding and ghost-avoidance strategies.
- Developed advanced evaluation functions to prioritize survival while effectively navigating dynamic maze environments.

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, TypeScript, HTML, CSS, R

Frameworks & Libraries: React, Node.js, Next.js Express, Bootstrap, Pandas, Matplotlib

Tools & Platforms: Git, Docker, Vercel, Google Cloud Platform, Azure, VS Code, Postman, Supabase