Alyxander Cui-Edio

⊙ Chino, CA 📞 909-313-1460 @ acui@csu.fullerton.edu

Profiles	in Alyxander Cui Edio	○ Alyx Repo

Experience

Altierus Career College   Jan 2023 – June 2023
Configuration Analyst Internship   Remote

- Assisted in business process analysis and modeling to ensure clients adopt best practices that streamline operations.
- Followed prescribed Anthology implementation methodology, understanding key activities and deliverables for both client engagements and internal projects.
- Documented current client business processes to incorporate into successful solution design, identifying gaps or areas of concern.
- Assisted in post go-live service calls and continued training of customers, serving as an advocate for clients.

Towne Park Valet services Fairplex   April 2024 – Present
Valet Attendant   Pomona, CA

- Provided professional and efficient valet services, including greeting and assisting customers with their vehicles.
- Managed parking regulations and procedures efficiently to manage parking spaces and traffic flow.
- Handled cash transactions, processed payments, documentation, and maintained accurate records.

FedEx Ground   March 2023 – May 2024
Package Handler   Chino, CA

- Ensured operational excellence by adhering to company policies and procedures, handling packages with care, working in large groups of 14, and maintaining an organized work environment.
- Demonstrated quick adaptability and a strong work ethic in a fast-paced, dynamic setting, leading to enhanced team performance and efficiency.
- Played a key role in security and safety practices by monitoring the facility for potential risks and contributing to a secure working environment.

Education

California State University of Fullerton   Expected Graduation Date: May 2026
                                                     Bachelor of Science in Computer Science

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Projects

Custom Vector	**Nu Deck Gameboy**	**Palindrome Detector**
Custom vector class	Gameboy replica	
• worked in a independent environment	• Worked in a team of 15 to build and program a game console from scratch	• Built a program to detect and identify inputted words by a user are palindromes
• Created functional custom vector class to represent the functions of the standard library vector	• programmed functional Pokémon styled game onto console	• programmed using both a stack and queue to check words
• Built functions to represent a dynamic array	• worked in a small sub-team of 5 people to design and 3D print enclosure	• created functions to detect palindrome when string contains capitals, symbols, or whitespace
	• worked in another small sub-team of 7 to code the functions of the game itself	

Related Coursework

Association in Computer Machinery (ACM)   August 2023 - Present
Algorithms and Data Structures team member   Fullerton, CA

Skills

Code Languages	**Additional**
Python, C++	Excel, Word, Windows, Linux, Mac