

# ALEX PELUSO

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## EDUCATION

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**University of Delaware**  
Computer Science BS

*August 2021 - Present*

### Course Work

Intro to Software Engineering, Operating Systems,  
Data Structures, Machine Organization/Assembly Language,  
Web Development, Algorithms

## EXPERIENCE

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**Unity Essentials**, Unity Technologies

*October 2022 - Present*

Online course tailored to programming with and learning to use the Unity workspace for game development

- 2D/3D Game Physics
- Mapping Control Schemes
- Mobile Game Development

## PROJECTS

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### Personal Website

*August 2023 - Present*

Personal resume-focused website built with HTML, CSS, JavaScript, and jQuery  
Features EmailJS integration  
Hosted on Github Pages (<https://apeluso03.github.io>)

## ACTIVITIES

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**Production Team**, UD Esports

*September 2023 - Present*

Twitch stream production using OBS, Stream deck, and GOXLR  
Includes various software designed for on-screen graphics and face-cam control  
(<https://www.twitch.tv/bluehenesports>)

## SKILLS

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### Programming Languages and Frameworks

Version Control (Git), Eclipse,  
IntelliJ, Visual Studio, React,

### Related Skills

Debugging, Software Testing, Problem Solving

### Languages

**Proficient:** C/C++, Java

**Moderate:** Python, JavaScript, HTML/CSS

## AWARDS AND SCHOLARSHIPS

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**UD Trustee Scholarship**, University of Delaware

*August 2021 - Present*

A 4-year renewable academic scholarship funded by the University of Delaware for undergraduate students