Alexander J. Ringlein

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Education

Yale University **New Haven, CT**
Bachelor of Science (BS): Computer Science and Math & Philosophy **May 2018**
Relevant Coursework: Data Structures, Systems Programming and Computer Organization, Discrete Math, Algorithm Design and Analysis, Data Mining and Machine Learning GPA: 3.88/4.0

Experience

oVote (Remote polling app for organizations available on iOS, Android, and at www.ovote.co) **New Haven, CT**
Software Engineer **January 2016–Present**

- Created a paywall for subscription-only features using Stripe in order to monetize oVote
- Built a suite of premium web features including uploading contacts from excel sheets and downloading question result analysis. Subscriptions to these features form 100% of oVote's current and projected revenue.
- Coordinated with a remote team to develop features and fix bugs in the oVote iOS app (Objective-C)
- Contributed to the migration of the backend to a parse server on Heroku, decreasing request times by ~50%

Yale University Computer Science Department **New Haven, CT**
Peer Tutor (CPSC 323, Systems Programming and Computer Organization) **August 2016–Present**

- Hold 6 office hours per week, help students to design assignment solutions and to write and debug code in C

Course Grader (CPSC 200, Intro to Information Systems) **January 2016–May 2016**

- Wrote grading scripts for problem sets in R and Python (100 test cases/assignment) and graded all exams

Yale Bulldog Bots (Undergraduate engineering and robotics club**)** **New Haven, CT**
Treasurer **November 2014–May 2016**

- Led the creation of an autonomous robot for the Brown Micromouse competition, winning third place
- Purchased supplies, applied for funding, taught members programming in C and how to solder electronics

Selected Projects

YHack **New Haven, CT**
Neo Simulator (http://devpost.com/software/neo-simulator) **November 2015**

- Developed a multiplayer virtual reality game in Unity using Kinect and the Gear VR in order to create a demo for more immersively controlled VR experiences and to solve the problem of movement within VR games
- Built the Windows program to send Kinect data over local Wi-Fi (using Open Sound Control to minimize lag)
- Won "Best Use of Oculus" and as a result attended the Facebook Hackathon Finals in California

HackDartmouth II **Hanover, NH**
Jolt (http://devpost.com/software/jolt) **October 2015**

- Developed an iOS/Microsoft Band app in Swift which allows hackers, students, or truck drivers to guard against falling asleep while working long hours (the app won 2nd place and "Best Health Hack")
- Designed the algorithm which estimated if the user had fallen asleep by using the data collected from the band

Skills

Languages:

- Experienced: C, C#, Objective-C, Python, HTML/CSS/JavaScript/jQuery
- Familiar: C++, Swift, R, VHDL, Flask

Technologies: Git, Bash, Valgrind, Unity, Arduino, Heroku, Bootstrap, OSC, Kinect, GameMaker Studio
Other Interests: Card Counting, Humor Writing, Game Design, Clarinet (Yale Concert Band), Effective Altruism