ALEX STRASSER

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EDUCATION

Carnegie Mellon University | Pittsburgh, PA — May 2023
GPA: 3.75
Bachelor of Science in Electrical and Computer Engineering
Relevant Coursework: Intro to Electrical and Computer Engineering, Fundamentals of Mechanical Engineering, Principles of Imperative Computing, Concepts of Mathematics, Intro to Computer Systems

The Pingry School | Basking Ridge, NJ — June 2019
GPA (unweighted): 4.0 ACT Score: 35
Honors: Somerset County Outstanding 4-H'er, Pingry Robotics Award, Pingry Computer Science Award, Rensselaer Medal, First captain to qualify Pingry Robotics for Worlds competition

WORK EXPERIENCE

Molex | Bridgewater, NJ — Summer 2019
Research and Development Intern
- Wrote new production line management software to clearly identify part yield and parameter statistics
- Developed in NJ, then traveled to Zhuhai, China to talk with engineers and deploy in factory

Nistica | Bridgewater, NJ — Summer 2018
Summer Intern
- Built unit testing scripts for fiber optic switches and equipment to validate firmware
- Coded an online form management system for Nistica HR department for supervisors to approve forms

The Pingry School | Basking Ridge, NJ — Summer 2017
Technology Department Intern
- Coded event approval system for school administration to manage requests for school events online
- Worked with teachers to create an elementary school technology curriculum that introduces robotics

PROJECTS

Pingry Today App – Sole Volunteer Developer — Nov 2016 – Aug 2019
- Developed hybrid app using Ionic for Pingry students to manage schedules and school information
- Wrote AngularJS code, maintained live information, and added feature updates for over 700 users
- Tutored 3 younger students in AngularJS to take over the app for future maintenance

Pingry API – Sole Volunteer Developer — Sep 2017 – Aug 2019
- Created in JavaScript for centralized processing of data feeds and data management for Pingry App
- Provides functions for younger CS students at Pingry that have been utilized in at least 5 projects
- Easy-to-use management interface for tech department and well-documented for students

Puzzle Boxes – Personal Physical Computing Project — Oct 2018 – Dec 2018
- 3D modeled and printed box and components with electronic servo locks and puzzles
- Designed completely from scratch using Fusion360 for modeling and Arduino for electronics

2048 Game AI – Academic Machine Learning Project — Nov 2017 – Dec 2017
- Learned to code Neural Networks implementing genetic algorithms for machine learning
- Authored unpublished scientific paper on the optimal neural net configuration for this game and the pros/cons to more/less and bigger/smaller layers

SKILLS & HONORS

Technical Skills: Apple Certified Mac Technician, App Development, 3D modeling/printing, Video Editing, Robotics, Working Proficiency in Chinese

Programming Languages: JavaScript/TypeScript (Angular, React), Python, Java, C, MongoDB

ACTIVITIES

ABTech, Member, Carnegie Mellon University	2019-2020
Computing Services, TEF Technician, Carnegie Mellon University	2020
Pingry Robotics, Captain, The Pingry School	2015-2019
Somerset County 4-H, Member	2008-2019
Student Technology Committee, President, The Pingry School	2018-2019
Varsity Track, Member, The Pingry School	2016-2019