Undergraduates Seeking Internships

Alexander J. Ringlein

alexander.ringlein@yale.edu | 717-824-9783 | https://github.com/aringlein | 804 Rave Ave. Lancaster PA, 17603

Education

Yale University **New Haven, CT**
Bachelor of Science (BS): Computer Science and Math & Philosophy, GPA: 3.89/4.0 **May 2018**
Relevant Coursework: Data Structures, Systems Programming, Discrete Math, Algorithms, ML, OS, NLP, Graphics

Work Experience

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

- Created a paywall for subscription-only features using Stripe in order to monetize oVote (Node.js, JavaScript)
- 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 Parse-hosted backend to Node.js, decreasing request times by ~50% and the wait time before requesting the Twilio API by two minutes; reimplemented the acceptance of text responses

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

- 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 Social Robotics Lab **New Haven, CT**
Undergraduate Researcher **May 2015–September 2015**

- Developed a rocket-building game in Unity and C# used in multiple studies of how collaboration is affected by the presence of a robot; collaborated with other developers to prototype iteratively based on weekly feedback

Selected Projects

MENG 404: Medical Device Design **New Haven, CT**
Virtual Pathology *(https://tinyurl.com/z5qac4c)* **August 2016–Present**

- Created a Unity application for displaying and manipulating 3D pathology data using an HTC Vive
- Designed an intuitive "multitouch-like" UI for translation, rotation, movement between layers, modifying contrast or transparency, and loading different datasets. Iteratively developed based on feedback from physician mentors.

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

- Developed a multiplayer virtual reality game in Unity using a Kinect and 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

Skills

Languages and Frameworks:

- Experienced: C, C#, Objective-C, Python, HTML, CSS, JavaScript, jQuery
- Familiar: C++, Swift, R, VHDL, Flask, Node.js, Django

Technologies: Unity, Git, Bash, Valgrind, Arduino, Heroku, Bootstrap, OSC, Kinect, Twilio, Stripe
Other Interests: Card Counting, Humor Writing (Webmaster for the Yale Record, http://yalerecord.org), Game Design (http://tinyurl.com/zqvs6dh), Clarinet (Yale Concert Band), Effective Altruism