



Alex Staninger EDUCATION:

University of California, San Diego

BS - Math-Computer Science Graduated June 2018 GPA 3.5, Provost's Honors

SKILLS:

Languages: Python Java C/C++ Haskell Javascript Technologies: Tableau Flask Node.js Firebase/mySQL Android

RELEVANT EXPERIENCE:

Contributor | Runelite

Summer 2018

- Using Java, designed and wrote user-facing plugins for the open source Runescape client. Implemented chat
 commands features using regex, fixed bugs within the achievement diary and skill calculator plugins, added time to level
 and gp/xp functionalities using Java AWT and Java Swing, respectively.
- https://github.com/runelite/runelite

CS video editor | UCSD CSE Department

Summer 2017

- Using Camtasia, designed and implemented videos using professor's lectures and adding annotations.
- Created videos to be used as supplement for the class 'CSE 20: Intro to Discrete Mathematics', used by over 400 students per quarter. Topics including proof strategies, number representation, base conversion, predicate logic, functions.

Data Analyst Intern | ASIR-SDSU

Summer 2016

- Using HTML, designed and implemented designed website used by San Diego State University faculty and staff.
- Using Tableau, designed, created and edited data visualizations used by San Diego State University advisors.
- https://asir.sdsu.edu/, helped maintain mySQL database

PROJECTS:

GenMatch | SD Hacks 2017 | Best Use of Twilio API

- Using Python, designed and implemented a web application using Flask and the Twilio API that allows users to video chat and message people with different and similar genes from their own using the Genome Link API.
- Used the DocuSign API for written permission to use their genes ethically and Flask-SocketIO to handle Twilio automated texting. It won best use of Twilio API because of its unique use of video API.

SpeakOut | Cal Hacks 2017

- Using Python, designed and implemented a web application using Flask and the Google Maps API that allows gender, racial, sexual orientation minorities to post where they have had negative interactions, generating statistics to better inform others.
- Used MongoDB to store user data and used Flask-SocketIO to update maps in real-time.

Planet Forest Landing

- Using C++, designed and implemented a program using the OpenGL API to view a scene with a rocket ship object and a flag made out of Bezier surfaces.
- With a team, implemented procedurally generated terrain, procedurally generated forest using L-systems, toon shading, linear fog, and added sound effects using the Irrklang and OpenGL API

Pollcial

Using Java and XML, designed a mobile application using Android Studio that allows people to create and vote on
polls about decisions they don't want to make themselves using Firebase to store user information. Worked on a team
of 10 other people.