

146 Friendship St
Iowa City, IA 52245
319-438-2542
aszecsei@gmail.com
<http://alic-szecsei.com>

ALIC SZECSEI

OBJECTIVE Passionate, driven college student working towards a Master's in Computer Science at the University of Iowa. Looking to use my problem-solving skills at an internship as a Software Engineer.

SKILLS Expert in Objective-C, C#, Python, Java, C, and C++
Can communicate effectively with non-programmers
Used Unity, MonoGame, and Unreal Engine 4 extensively.

WORK HISTORY

RESEARCH ASSISTANT
UNIVERSITY OF IOWA
January 2016 – Present

- I develop the PHR Mobile app on Android platforms for the College of Public Health

ASSOCIATE SOFTWARE ENGINEER
ALLSCRIPTS
July 2014 – January 2016

- I developed the FollowMyHealth mobile application on iOS platforms, integrating Allscripts web services with iOS features and functionality.
- I collaborated with other developers to maintain feature parity between Android, iOS, and web interfaces

LEAD PROGRAMMER
MODNAR ENTERPRISES
August 2010 – June 2014

- I designed, programmed, and tested mobile applications for iOS and Windows Phone, along with desktop apps for Windows 8. Titles include the *ScavengerHunt* series, *Gap App: Fractions*, *Got It!*, *MathOps*, and *Magic Assassin*.
- I coded server and client scripts for several applications, including the *ScavengerHunt* series and *Gap App: Fractions*
- I coded network multiplayer gameplay for *Magic Assassin*.

EDUCATION

M.S. COMPUTER SCIENCE (2016 – 2018)
UNIVERSITY OF IOWA, IOWA CITY, IA
Member in the local ACM chapter, and participate in EPX Game Studio to develop projects with other students.

B.S. COMPUTER SCIENCE (2010 – 2014)
UNIVERSITY OF IOWA, IOWA CITY, IA
Have taken classes in iOS App Development, Distributed Systems, Theory of Computation, and Database Systems