

ALEXANDER ST LAURENT

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CAMPUS ADDRESS

69 Brown Street, Box 7082
Providence, RI 02912

PERMANENT ADDRESS

25 Plimpton Avenue
Sturbridge, MA 01566

EDUCATION

Brown University · Providence, RI · May 2017

Bachelor of Science, Computer Science—Mathematics

Tantasqua Regional High School · Fiskdale, MA · June 2011

EMPLOYMENT & EXPERIENCE

Software Developer Intern · athenahealth · Watertown, MA · June 2015–August 2015

- Worked on an internal project management tool.
- Wrote Perl back-end and Javascript front-end.
- Organized and refactored existing code into a model–view–controller design.

Web Development Intern · MembersFirst, Inc. · Wayland, MA · July 2014–August 2014

- Created dashboards housing data-visualization widgets.
- Wrote SQL functions to query and amalgamate data.
- Wrote JavaScript which interacted with the Google Charts and Google Maps APIs.
- Contributed features to a NodeJS application.

Server Administrator · Technology House, Inc. · Providence, RI · Spring 2013–present

- Volunteered as a sysadmin for the program house's Debian server.
- Created user accounts, assisted users with email and other issues.
- Made changes with Tweak, a configuration management tool also used by the Brown CS Department.

Teaching Assistant · Brown Computer Science · Providence, RI

Fall 2015 *Programming Languages*

Spring 2013 *Introduction to Discrete Structures and Probability*

Spring 2012 *Introduction to Scientific Computing and Problem Solving*

- Assisted students individually.
- Graded programs and assignments;.

Consultant · Brown Computer Science · Providence, RI · Spring 2013–present

Consultant for the Sunlab and MSlab

- Supported the machines and users in these two high-traffic computer labs.
- Provided technical support to users for Linux- and department-related issues.
- Served as liaison between users and the department technical staff.

Undergraduate Researcher · ICERM · Providence, RI · Summer 2013

- Worked with Diana Davis, P.h.D (Brown '13) and Professor Chaim Goodman-Strauss on an open problem in planar geometric dynamical systems.
- Submitted a preprint to the arXiv.

TECHNICAL SKILLS & PROJECTS

Selected projects

- “Benchmarking Pyret,” collection of performance data of the Pyret language, in JavaScript with NodeJS.
- “2048 Cubed,” a three-dimensional version of the viral game, in JavaScript.
- “Neg Snell,” a port of an existing (Java) simulator for negative-refraction light trajectories through tilings, in JavaScript.
- “Rackette,” an interpreter for a subset of the Racket language, in OCaml.

Languages, etc.

- JavaScript/jQuery/NodeJS, HTML/CSS, SQL
- Perl, Python, Java, Matlab, C
- Racket/Scheme, OCaml
- Git, Perforce, Make