

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 · Onshape · Cambridge, MA · May 2016–August 2016

- Developed user-facing, browser-client features in a cloud-based CAD system.
- Worked primarily in JavaScript, using jQuery, Backbone, Angular, and WebGL.
- Worked under fast-paced, test-driven, agile development in a large code-base.

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 web-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.

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, passwords, and other issues.
- Made changes with Tweak, a configuration management tool also used by the Brown Computer Science Department.

Teaching Assistant · Brown Computer Science · Providence, RI · Various semesters

Fall 2015, 2016 *Programming Languages*

Spring 2013, 2015 *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.

PROJECTS & COURSES

Selected projects

- “Pyret.org Auto-grading,” (in-progress) web-based automated grading of Pyret assignments, interacting with Google Drive APIs.
- “Refined Remora,” (in-progress) refinement type system.
- “Benchmarking Pyret,” collection of performance data of the Pyret language.
- “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.

Selected courses

- Operating Systems, Programming Languages
- Cryptography, Models of Computation, Logic for Systems
- Computational Topology