

Alexander S. Chai

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Education

Carnegie-Mellon University

August 2014 - Present
5000 Forbes Ave. Pittsburgh, PA 15213

Major in Mathematical Sciences and an anticipated second major in Computer Science with graduation in Summer 2018

Cumulative GPA - 3.7

Dean's List, High Honors, Fall 2014

Extracurriculars Include: Origami Club, ACM - CMU Chapter, CMU Computer Club

Skills

Programming Languages

Java, C, Objective-C, HTML/CSS, SML

Languages Spoken

English - Fluent

Japanese - Basic proficiency

Korean - Elementary capabilities

Work

Punahou School - iOS Mobile App Developer

June 2013 - Present
1601 Punahou St. Honolulu, HI

Was a volunteer iOS app developer for my school and was responsible for spearheading the *Bartle Test* and *iCarnival* projects

Hawaii Information Service - Internship

June 2014 - August 2014
650 Iwilei Road, Suite 670, Honolulu, HI 96817

Was instrumental member of planning process as well as initial development and programming for iOS app project designed to assist in real estate survey data management

Selected Hacks & Projects

TartanHacks 2015 - Asteroids in Space!

My team's entry *Asteroids in Space!*, which used a Myo, a projector, and OpenCV to allow the player to play the game *Asteroids* using the floor as a screen and controlling gameplay with body movement, was placed in the top 6 best hacks.

MHacks Fall 2015 - ReactionRecorder

Worked on *ReactionRecorder*, an app for Android that allows the user to record his/her reaction to utilize the front and rear facing cameras of the phone simultaneously, therefore allowing the user's own reaction to augment their video.

Bartle Test for iOS

Ongoing

Created *The Bartle Test* for iPhone and iPad, a personality test for use in classrooms based on a test created by Erwin Andreasen and Brandon Downey during my free time. Also implementing ongoing updates. v.1.0 Released in Summer of 2014, v.2.0 set to be finished and released in Fall of 2015

App Store Link : <https://itunes.apple.com/us/app/bartle-test/id887069888?mt=8>

iCarnival v.3.0 for iOS

February 2014

Was part of a self directed team that developed an iOS app for school's annual Carnival. The App included information about carnival such as hours and location, as well as a social media feed, maps, and a live update system built using Parse.

App Store Link : <https://itunes.apple.com/us/app/icarnival-punahou-carnival/id493164869?mt=8>

iGo Assistant for iOS

May 2014

Was part of a two person team that created an iOS app to assist in the playing of the board game Go, including guides to which piece configurations or "shapes" would favor one player or the other, and guides to a variety of sets of starting moves, known as *joseki*