Alexander S. Chai

http://www.contrib.andrew.cmu.edu/~achai/ (808)-799-9790 achai@andrew.cmu.edu Carnegie Mellon, 5000 Forbes Ave. SMC 1235, Pittsburgh, PA, 15289

Education

Carnegie Mellon University

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

Major in Mathematical Sciences, Minor in Computer Science, and an anticipated second major in Computer Science with Spring 2018 graduation

Cumulative GPA - 3.7

Dean's List, High Honors, Fall 2014

Extracurriculars Include: Origami Club, ACM, CMU Computer Club

Classes Taken or in progress Include:

- 21-127 - Concepts of Mathematics
- 21-241 - Matrices and Linear Transformations
- 15-150 - Principles of Functional Programming
- 15-251 - Great Theoretical Ideas in Computer Science
- 15-213 - Introduction to Computer Systems
- 21-259 - Calculus in Three Dimensions
- 36-225 - Introduction to Probability Theory

Experience

Punahou School - iOS Mobile App Developer

June 2013 - Present
1601 Punahou St. Honolulu, HI

Was a volunteer iOS app developer in High school

Was responsible for 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

Skills

Programming Languages

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

Languages Spoken

Fluent in English, Basic working proficiency in Japanese

Hacks and Projects

TartanHacks 2015 - Asteroids in Space!

February 2015

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.

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. Also implementing ongoing updates. v.1.0 Released in Summer of 2014, v.2.0 set to be finished and released soon
https://itunes.apple.com/us/app/bartle-test/id887069888?mt=8

iCarnival v.3.0 for iOS

February 2014

Directed and was a developer for team that developed an iOS app for high school's annual Carnival in my senior year of high school. 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 the Parse API.
https://itunes.apple.com/us/app/icarnival-punahou-carnival/id493164869?mt=8

iGo Assistant for iOS

May 2014

Created an iOS app with a partner to assist in the playing of the board game Go for a high school Buddhist philosophy class; said app included 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*

UltraClock

January 2013

Created an iOS clock and scheduling app for a class project in junior year of high school that would display time, date as well as a condensed list of future scheduled events in the user's calendar in a visually appealing and user-friendly manner.