Christopher Alex

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EDUCATION

George Mason University Honors College, Fairfax, VA Expected Graduation: May 2026
B.S. in Computer Science | GPA: 3.66/4.0
Dean's List: Fall 2022-Spring 2024
Organizations: Theta Tau Professional Engineering Fraternity, Computer Science Club
Relevant Coursework: Object-Oriented Programming, Intro to Low-Level Programming, Calculus I/II/III, Discrete Mathematics (Data Structures, Formal Methods and Models, Full Stack Development, Linear Algebra to be completed in Spring 2024)

St. Paul VI Catholic High School, Chantilly, VA Graduated June 2022
Advanced Diploma (with highest honors) | GPA: 4.07
National Merit Scholarship Winner, President of Computing and Technology Club
Relevant Coursework: AP Computer Science A, AP Computer Science Principles, AP Statistics

SKILLS

- Programming Languages: Java, C, Python, HTML/CSS, Javascript
- Technologies/Frameworks: Django, Linux, Bootstrap, Git, AWS Certified Cloud Practitioner

EXPERIENCE

Sotatek May 2024 – present
Software Engineering Intern | Remote
- Conducted in-depth research and analysis for the development of an AI-powered predictive model to forecast property and real estate values, with a focus on evaluating the efficacy of various machine learning methods, including Long Short-Term Memory (LSTM) networks
- Contributed to a non-technical project aimed at modernizing and enhancing Sotatek's promotional tools, improving the company's pitch effectiveness to potential clients
- Demonstrated strong analytical, problem-solving, and teamwork skills by participating in diverse projects and collaborating with both technical and non-technical personnel

George Mason University Department of Computer Science Jan 2023 – present
Undergraduate Teaching Assistant | Fairfax, VA
- Providing educational support to GMU students in fundamental Python-based programming courses, including detailed feedback and mentorship, resulting in students' improved performance and complete understanding of course material and coding practices

Trianz June 2023 - July 2023
Summer Intern | Herndon, VA
- Collaborated with Trianz employees in managerial roles to develop a better understanding of AWS MAP (Migration Acceleration Program)
- Discussed potential methods of adapting Trianz's Concierto.Cloud, a program that assists customers with their digital transition to AWS Cloud hosting, to incorporate the MAP framework
- Developed and lead training session for 16 software engineers, introducing the major concepts of AWS MAP, its purpose, and its benefits

PROJECTS

Motion Matrix April 2024
- Full stack web application that serves as a comprehensive workout and fitness tracking system, with key features such as individual accounts, personal records trackers, custom workout routines, etc.
- Built by a team of 5 CS students using JS, HTML/CSS, Django, SQLite, and Github for collaboration

Online Store Ordering System   November 2023
- Order tracking system built entirely with C with functionality for adding, removing, organizing/merging orders for multiple customers
- Practiced efficient manual memory allocation and deallocation with focus on minimized memory leaks

Pocket Trainer (Hoohacks Hackathon)   March 2023
University of Virginia, Charlottesville, VA

- Conceptualized a design plan for an application, Pocket Trainer, that tracked daily user workout data and sent mobile notifications to the user to encourage them to meet their fitness goals
- Participated in workshops discussing Django, React, and Twilio API

Splicer (HackBI Hackathon)   Nov 2018
Bishop Ireton Catholic High School Alexandria, VA

- Collaborated with senior students over a 24-hour hackathon to conceptualize and design Splicer, an app that provided students access to a network of approved tutors in their local area
- Splicer won in category for Best App Design