Alexander Joslin

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Experience

Code Coach, The Coder School: San Diego, CA — Sep 2018 - Present

- Teach private and semi-private Python and Java classes to students ranging from 10 to 18 years old.
- Topics discussed include object-oriented programming, data structures, design patterns, APIs, libraries, and software tools.

Software Engineer In Test Intern, Quake Global: San Diego, CA — Feb 2021 - May 2021

- Ensuring product quality by performing black box, regression, and automation tests on embedded systems.
- Responsibilities also include documentation, setting up / executing test cases, test sets, test plans, task/ticket breakdown.
- Worked with Python, bash scripting, FTP servers, cellular firmware, Selenium, Jenkins, MQTT, RabbitMQ, and more.

Education

California State University San Marcos — Dec 2019

Bachelor's in Computer Science - GPA 3.30

University of Guadalajara (CUCEA) — Jul 2018

Spanish and Cultural Classes - GPA 3.50

Palomar College — Aug 2017

Associates in Computer Science - GPA 3.24

Skills

Languages (Proficient) — Python, Java, HTML, CSS, Spanish

Languages (Familiar) — JavaScript, C#, C++, C, SQL, x86 Assembly, bash

Software — Git, Jira, Unity, Visual Studio, PyCharm, Eclipse, Jupyter, Postman, Heroku

Hardware — Raspberry PI 3, Arduino

Operating Systems — Windows, macOS, Linux

Projects

File Bucket — Apr 2022

- An app I developed for my work that enables students and coaches to share text and files with one another conveniently.
- It offers unlimited storage, no account is needed, quick and easy sharing, and it is free!
- Developed in Python using Django, AWS S3 for file storage plus HTML, SASS/CSS & JavaScript for the frontend.

Maze Solver — Dec 2021

- Interactive maze demonstrating how depth-first search and breadth-first search can be used to find a path.
- Created in HTML, CSS, Bootstrap, JavaScript, and deployed on Heroku.
- The app is viewable on desktop, tablet, and mobile devices.

Finance Tracker — Nov 2021

- A REST API for users to keep track of their expenses. All CRUD operations are implemented.
- Built with Spring Boot for the backend, React for the frontend UI, and MongoDB for the database.
- Other technologies utilized include React-Boostrap, Ajax, Lambok, Heroku, and Postman for testing.

<u>TheAlgorithms</u> — Aug 2020

- Contributed to an open-source Git repo that aims to implement all algorithms in Python for educational purposes.
- Implemented Dijkstra's two-stack algorithm and used Travis CI as our continuous integration pipeline.

Mancala AI — Mar 2019

- Written in C++ in collaboration with two dedicated team members.
- The AI utilizes the minimax algorithm with alpha-beta pruning and heuristics to formulate its best possible move.

x86 Assembly Website — Apr 2016

- A WordPress-built website containing source code and video tutorials to help individuals learn x86 Assembly.
- Developed in collaboration with my sister.