ALEXANDER JOSLIN

PERSONAL INFO

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(858) 722-1464
Poway, CA
LinkedIn
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SKILLS

Languages (Proficient)
Python Java C++ Spanish

Languages (Familiar)
HTML CSS SQL C C#
x86 Assembly R

Libraries
OpenCV Matplotlib pandas
NumPy bs4 threading

Software
Visual Studios PyCharm Git
Excel Power BI Tableau
Eclipse Jupyter

Hardware
Raspberry Pi Arduino
3D Printers

Operating Systems
Windows Linux
Mac OS

EXPERIENCE

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

- Teach private and semi-private Python and Java classes to individuals ranging from 10 to 18 years old.
- Devise custom lesson plans responsive to students' learning styles.
- Topics typically discussed include object-oriented programming, data structures, design patterns, APIs, libraries, and software tools.

EDUCATION

California State University San Marcos — Dec, 2019
Bachelor's in Computer Science; GPA 3.30

Palomar College — Aug, 2017
Associates in Computer Science; GPA 3.24

RELATED COURSEWORK

C Java x86 Assembly C++ Data Structures Calculus II Statistics Linear Algebra Discrete Mathematics Computer Architecture Programming Languages Operating Systems Python Networking Theory of Computing Artificial Intelligence Database Management Systems Software Engineering Cybersecurity Game Programming

PROJECTS

Key Logger Data Analysis — Jul, 2020

- Create a Python script to log my keystrokes during the month of June.
- After cleaning the data, I used Tableau and Power Bi to reveal my keystroke habits.

Path Finding Maze — Mar, 2020

- Interactive maze demonstrating depth-first search and breadth-first search.
- Created in Python using tkinter for the GUI.

Machine Learning Perceptron — Mar, 2020

- A neural network perceptron that predicts if an animal is a cat or dog based on previous binary input given.
- Two versions made; one using NumPy, the other done entirely by scratch.

Ride-Or-Drive — May, 2019

- Built a ride-sharing website with two team members.
- Used the waterfall process model, performed requirements elicitation, and designed Ride-Or-Drive as a 3-tier client-server architecture.
- Languages and tools include HTML, CSS, PHP, JavaScript, Bootstrap, Google Maps API, MySQL, and GitHub.

Mancala AI — Mar, 2019

- Written in C++ in collaboration with two team members.
- For the AI, heuristics and minimax with alpha-beta pruning were used to determine the best possible move to defeat the player.

x86 Assembly Website — Apr, 2016

- WordPress built website containing source code and video tutorials.
- Developed by my sister and I.