EDWARD ALDER

STUDENT AT CU BOULDER

CONTACT

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LANGUAGES / FRAMEWORKS

C/C++/C#
Python
Java
Javascript
ReactJS
HTML
CSS
SQL
MATLAB
VBA

PROGRAMS

Ubuntu
macOS
Windows
Unity
Unreal

PROFILE

Junior at the University of Colorado Boulder studying computer science with a passion for creative and elegant solutions to complex problems and drive to learn more about computer software, computer hardware, and programming languages.

EDUCATION

University of Colorado Boulder
Bachelor of Science in Computer Science
GPA: 3.258
Graduating in May 2022

EXPERIENCE

HACKCU VI
CU Boulder | Feb 2020

- Led a team of 3 in the development of a random maze navigation game with computer controlled enemies.
- In Python, developed a robust and easy to use movement system for the user.
- Created an intuitive user interface using tkinter in Python.

WEB GAME DEVELOPMENT
Personal Project | Summer 2020

- Developed a 3D playable version of foosball in browser using the Three.js library in Javascript.
- Worked on a minimalistic UI and sourcing and adding music and other sounds.
- Implemented the Cannon.js library to create a realistic physics simulation in the game.

HOMELY WEBSITE DEVELOPMENT
CSCI 3308 | Spring 2020

- Added a useful calendar to the website along with the ability to create events that would notify the user when they were coming up.
- Worked on creating and maintaining a secure database to handle user accounts
- Was the lead on testing, finding, and fixing any bugs that came up during development

ORBITAL SIMULATION GAME
Personal Project | Currently Ongoing

- Using Python and the PyGame library, created a game where users can create planets and drop them into a solar system, where a realistic orbit will be created.
- Implemented a physics system to show realistic behavior when orbital objects collided into one another.