# Alex Fratepietro alexfrate12@gmail.com 917-716-7797

#### SCHOOL: Grace Church High School, Graduation: May 2024

- Dual enrollment: Introduction to Engineering at The Cooper Union
- Tech-related classes: Computer Science I and II; Technology Major; Web Programming; Robotics; CAD; Data Science; 3D Animation; and Introduction to Blockchain
- Founder: Video Game Design Club; Co-founder: Trading Card Game Club
- Participated in: cross country (4 years); basketball (2 years); fencing (1 year); baseball (2 years) and Theater Tech Crew

## The Allen-Stevenson School, 2011-2020

- Participated in: cross country; basketball; track & field
- Played viola and participated in the Allen-Stevenson Orchestra
- Member of Theater Tech Crew; participated in theater performances

# SUMMER WORK & PROGRAMS:

#### Camp Counselor, The Allen-Stevenson School, 2023

- Assisted younger students with STEM projects including construction of forts, rockets and cars. Taught beginner JavaScript to 3rd & 4th graders

## Al Scholars, InspiritAl, 2023

- Built an Al-based project that detects objects for self-driving cars
- Presented work with my team, won for best presentation

## Essentials of Leadership, Wharton, 2023

- Developed leadership, teamwork and communication skills through case studies and interactive digital simulations

#### Cyber Threat Intelligence, Columbia University, 2022

- Learned about the field of cybersecurity and how to assess threats and implement tactics
- Reviewed and presented on case studies

#### Game Design with Unity. New York University. 2022

- Learned about Unity C#; created a new game with a team and presented it

# Applied Python Programming, University of Colorado Boulder, 2021

- Learned additional Python concepts
- Coded a STEM project (plant watering system)

## SKILLS: Coding Languages

- Experience with: Python (Jupyter Notebook and Raspberry Pi); C#; Javascript; HTML; PHP; SQL and C++

#### Other Languages

- High school level Spanish and beginner Japanese

#### **INTERESTS**: Chess, running and escape rooms