Alexandre M. Jolly

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Availability: July - December 2016

Education

Northeastern University, Boston MA   **2013 - Present**
College of Computer and Information Science
Candidate for Bachelor of Science in Computer Science, April 2018
GPA: 3.65/4
Achievements: Dean's List (Fall 2013 - Present), Dean's Scholarship
Activities: Officer for NU chapter of the Association for Computing Machinery (2016-), NU Men's Club Frisbee (2013-2015)
Related Courses: Theory of Compuation, Computer Systems, Algorithms and Data, Object Oriented Design, Programming Languages, Networks and Distributed Systems, Software Development (current).

Montgomery High School, Skillman NJ   **June 2013**
High School Diploma
GPA: 4.0/4.0
Activities: FIRST Robotics (2011-2013), Marching Band (2010-2013).

Technical Skills

Programming Languages
Java, Python, JavaScript, Ruby.

Other Knowledge
Mac OSX, Adobe Creative Suite, git, Agile/Scrum, Unix, Amazon Web Services, Rails, Unity.

Work Experience

Software Engineer Co-op, Cogito Corporation, Boston MA   **July - December 2015**
Designed and implemented new features and fixed bugs in a Java codebase consisting of several REST servers and a GUI application. Wrote bash scripts to automate common workflows and perform load tests. Collaborated with team members. Aided in deploying servers using Amazon Web Services.

Northeastern University College of Computer and Information Science, Boston MA   **2014 - 2015**
Tutor for Fundamentals of Computer Science 1 and 2
Assisted TAs in labs, administered study sessions, graded homework, and held office hours.

Projects

Valley of the Giants   **January 2016**
Programmed C# scripts with Unity with a team creating a 2D platforming game during the Global Game Jam 2016.

Hack Beanpot Participant

▪ Winner, Most Innovative   **February 2015**
Collaborated with team members to develop SnowPea Me, a website that allows users to sign up and list their locally grown produce for other users to see and purchase.

▪ Winner, Most Innovative   **February 2014**
Part of a team who developed an app which provides a quantitative measure of how adventurous a user is and offers recommendations of new places to visit.

Interests

Language: Fluent in French (speaking, reading, and writing).
Other: Game development, board sports, reading, meditation.

References available upon request