

Alex Olivia Koehn

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github.com/liltorchic

Skills

Languages: Java, Python, C, HTML, CSS, Javascript, Sqlite

Tools: Git, Docker

Projects

[Godot Game Project](#)

- Built a playable game using GDscript in Godot
- Manages screen tree hierarchy and internode communication
- Asynchronous data initialization
- Event based interrupts to update data state
- Save and Load feature utilized writing files to disk and iterating parsed data

[Java Solar Event Tracker](#)

- Implemented solar event tracker in Java using JavaFX
 - Successfully pulls and presents data from NASA rest api
 - API responses cleanly parsed into classes with OOP implementation in Java
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Personal Website

<https://www.alexoliviakoehn.com/>

- Utilized html and css to create a unique identity
 - Implemented responsive UI for desktop and mobile using Flexbox
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Notable Courses

- Machine Learning
 - Underlying technologies that enable LLMs
- Mobile Development
 - Build android apps using Jetpack Compose in Kotlin