Alexander Manos

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EDUCATION

University of Connecticut   Storrs, CT
Bachelor of Science in Computer Science & Engineering   *Grad: May 2026*
Minor in Mathematics   *GPA: 3.82 / 4.0*

- College of Engineering Dean's List
- Relevant Coursework: Data Structures, Discrete Systems, Systems Programming, Algorithms & Complexity

EXPERIENCE

IBM Full Stack Software Development | *Coursera*   December 2023 – August 2024

- Completed 12 courses on the fundamentals of Cloud Computing and Full Stack Software Development
- Developed full stack applications using frameworks such as React, NodeJS, and Django
- Learned how to utilize essential developer tools such as Git, Docker, and Kubernetes
- Enhanced knowledge on programming languages such as HTML, CSS, JavaScript, Python, and SQL

AI Prompt Engineer | *DataAnnotation.tech*   May 2024 – August 2024

- Crafted and iterated on prompts for large language models, leveraging NLP techniques and machine learning frameworks to evaluate model performance
- Created scripts and utilities using Python and JavaScript to automate prompt testing and response evaluation
- Taught myself new coding languages and frameworks to meet evolving project requirements and enhance evaluation methods

PROJECTS

Circlegame | *Full-Stack + Game Design*   March 2021 – Current

- Developed an interactive web-based game using the MERN stack (MongoDB, Express.js, React.js, Node.js)
- Engineered secure backend services, including user authentication, RESTful APIs, and session management using Node.js and Express.js
- Integrated MongoDB for storing user profiles and statistics, ensuring data persistence and efficient retrieval
- Set up CI/CD pipelines for automated integration, deployment, and scalability

Mandlebrot Set Visualization | *Java + Data Visualization*   March 2023 – May 2023

- Developed a program to visualize the Mandlebrot Set, a famous mathematical fractal
- Developed in Java using the Processing.org library
- Implemented interactive features such as infinite zoom and adjustable accuracy

LEADERSHIP & ACTIVITIES

UConn Ultimate Frisbee | *Captain*   September 2022 – Current

- In charge of maintaining our team's sportmanship standards, communicating to other teams, and managing conflicts that arise during games
- Travel across the country whilst competing in numerous collegiate tournaments

UConn Data Science Club | *Member*   September 2023 – Current
UConn AI Club | *Member*   September 2023 – Current

TECHNICAL SKILLS

Languages: Python, Java, C, SQL, HTML, CSS, JavaScript
Frameworks: React, Node.js, Express.js, Django, Flask, WordPress
Developer Tools: Git, GitHub, Docker, Kubernetes
Libraries: PyTorch, NumPy, Matplotlib, PDF-LIB.js, p5.js, Processing