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

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

- 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

IBM Full Stack Software Development | *Coursera*   December 2023 – Current

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

PROJECTS

Husky Remind | *Full-Stack Development*   December 2023 – Current

- Leading a team using Agile Scrum methodology to develop a full-stack application, ensuring iterative progress, adaptability, and efficient collaboration
- Designing and implementing user-friendly interfaces for students to manage their assignments
- Using the MERN (MongoDB, Express.js, React, Node.js) tech stack to build a robust and scalable solution
- Developing a backend API to handle data storage, retrieval, and user authentication
- Leveraging Git and GitHub for version control and collaborative development

Circlegame | *Java + Game Design*   March 2021 – September 2023

- Designed and developed a desktop application to serve as an aim training video game
- Developed in Java using the Processing.org library
- Developed and deployed Circlegame's very own website using HTML, CSS, and JavaScript

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 leagues and 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