

# Mark Alexander

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<https://marksalamander.github.io/salamander>

## EDUCATION

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**Towson University** – Bachelor of Science in Computer Science

Expected Dec. 2024

- GPA: 3.67

**Pikes Peak Community College** – Associate of Science in Computer Science

August 2020 – May 2022

- GPA: 4.00

## SKILLS

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**Languages:** Python, Java, JavaScript, Kotlin, C, C++

**Technologies:** Git, React, Svelte, Node.js, Express.js, MongoDB

## PROJECTS

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### Snake AI (Python/PyGame)

- Utilized Python and PyGame to construct and train an AI model efficiently through a genetic algorithm.
- Implemented reproduction and mutation of the “fittest” snake to simulate generations of snakes that adapt and improve.

### Encrypted Client-Server Messenger (Python)

- Led a collaborative effort to design and develop an encrypted client-server messenger application in Python, ensuring secure communication channels for multiple users.
- Implemented TCP encryption protocols to safeguard data transmission.

### Android Planner Application (Kotlin/Jetpack Compose)

- Contributed to the development of an Android planner application using Kotlin and Jetpack Compose, taking charge of both database integration and UI design.
- Implemented a database system to efficiently manage user data, ensuring seamless storage and retrieval of information within the application.

### Full-Stack Game Website (MERN Stack)

- Collaborated closely with team members to develop a multi-game website using MongoDB, Express, React, and NodeJS.
- Spearheaded the implementation of front-end functionalities, leveraging React to create dynamic and interactive interfaces for games such as tic-tac-toe, checkers, and connect four.
- Designed and developed the login and signup pages, ensuring secure authentication, while integrating them seamlessly with the back end.