Mark Alexander

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Objective

I aim to obtain a full-time entry-level software engineering role in the Maryland area where I can grow my technical and analytical skills. As a recent graduate student, I hope to pursue a challenging work-role where I may design, develop, test, and integrate new software or systems solutions on various platforms. Though I am new to the field, I am eager to learn more about software engineering, work with others in a collaborative team environment, and help foster new development in this highly evolving domain.

Education

Towson University, Bachelor of Science – Computer Science, GPA 3.65 **2024**

Relevant Coursework: Artificial Intelligence, Cybersecurity, Cryptography, Data Communications & Networking, Java, Mobile Applications Development, Operating Systems, Software Engineering

Pikes Peak Community College, Associate of Science – Computer Science, GPA 4.0 **2020**

Relevant Coursework: Computer Architecture MIPS / Assembly, Computer Science I & II: C++

Skills & Abilities

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

Frameworks & Libraries: React, Node.js, Express.js

Developer Tools & Technologies: Git, Linux, MongoDB, Visual Studio 2022, Visual Studio Code

Projects

Full-Stack Game Website | MongoDB, Express.js, React, Node.js

- Collaborated closely with team members to develop a multi-game website using MongoDB, Express.js, React, and Node.js.
- Led 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.

Android Planner Application | Kotlin, Jetpack Compose

- Developed an Android planner application using Kotlin and Android Studio to help users track tasks and events, viewable via a calendar or task list.
- Designed and implemented a user-friendly and intuitive user interface, ensuring a

seamless and responsive experience across screen sizes and devices.

- Implemented a database system using Android's Room Database library to efficiently manage user data, ensuring seamless storage and retrieval of information within the application.

TU Course Finder Web Extension | JavaScript

- Developed a Chrome extension to help Towson University students easily locate their classrooms by integrating class data from PeopleSoft and providing Google Maps directions.
- Collaborated with my team to implement an IndexedDB database, resolving issues related to data flow and ensuring seamless link injections onto the webpage.

Snake Game A.I. | Python

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

Nintendo DS Icon Extractor | C, C++

- Translated a JavaScript project into C/C++ to extract and reconstruct game icon data from a Nintendo DS game file into a PNG image.
- Gained hands-on experience with C/C++ while adapting the code to work within the context of an open- source Nintendo DS emulator.

Previous Work Experience

Food Lion | Stocker, Mount Airy, MD   2022-2023

- Responsible for receiving, verifying inventory, and stocking shelves throughout the store.
- Ensured item presentation was well organized and faced in a professional manner.
- Provided prompt customer service as necessary.

Walmart | Cashier, Colorado Springs, CO   2019-2020

- Provided exceptional customer services by efficiently processing cash, credit, and debit transactions.
- Maintained store cleanliness, stocked shelves, and ensured the front-end area was organized and ready for customers.