

Alexander Lacson

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About Me

With a background in Electronics Engineering, I transitioned into the software and data industry because I can see myself continuing to grow due to the plethora of highly accessible online resources. I used the downtime of the Coronavirus pandemic to develop a strong foundation in software and data and have since been able to make improvements to my [favorite video game of all time](#) ; work on internal dashboard app prototypes using Plotly Dash for a [social enterprise](#) ; and, together with a team, build a [cross-platform mobile app](#) from scratch using Flutter, Flask, and Firebase, until the app was released into production.

Technical Skills

- **Programming and Markup Languages** : Python | SQL | Markdown | HTML/CSS | Dart/Flutter | Pug | Sass/SCSS | Javascript | Bootstrap
- **Python Libraries** : pandas | Plotly | Flask | Requests | Matplotlib | Seaborn | scikit-learn | Natural Language Toolkit | SciPy | NumPy | Beautiful Soup
- **Data-related Skills** : Importing Data from Various Sources | Interacting with REST and GraphQL APIs | Data Cleaning and Wrangling | Exploratory Data Analysis | Data Visualization | Machine Learning | Dashboard Apps with Plotly Dash
- **DevOps Skills** : Docker | GitLab CI
- **Software Tools and Platforms** : Git | GitHub | GitLab | Visual Studio Code | Figma | Jupyter | Kaggle | Sphinx
- Experience with **Google Cloud**

Work Experience

January 2023 - September 2023 | 9 Months | **Mapa Web Development** | Software Developer

- Collaborated closely with a fellow software developer, who was new to the role, to develop [a mobile app](#) that allows users to book parking slots for events such as concerts and conferences. We utilized Flutter for the mobile client, Python Flask for the back end, used DragonPay for payment processing, Firebase for authentication, and Firestore for the database.
- Provided all the necessary requirements for successful acceptance and deployment of the app to the Google Play Store and Apple App Store
- Orchestrated the setup of separate local, development, and production environments for controlled development and testing processes
- Implemented CI/CD pipelines using GitLab and Docker for the back-end services, achieving high test code coverage and detailed documentation
- Managed Google Cloud infrastructure, ensuring cost efficiency, permissions, and security measures

April 2022 - July 2022 | 3 months | **Includovate** | System Engineer

- Established connections between low-level and high-level boards on [Monday.com](#)
- Created a Workload dashboard that provides visual information allowing you to determine which team members are under or overloaded.
 - Gets its data from Google Workspace, Google Calendar, and [Monday.com](#) and updates every time the page is refreshed.
 - Built using Plotly Dash,
 - Deployed on Google App Engine
 - Has access control using Google Identity-Aware Proxy

Open-Source Contributions (GitHub Handle: max-torch)

Time Tracker | [Pazitos10/time-tracker](#) | Time-tracking application written in Python

- Authored code that allows the app to generate data visualizations from the user's data ([View pull request on GitHub](#))

Battle For Wesnoth | [wesnoth/wesnoth](#) | Cross-platform, turn-based fantasy strategy game

- Created an [online dashboard](#) that fetches and visualizes data from the official server about multiplayer games that have been played
- Proofreading, improvements, and additions to in-game dialog and text
- Suggested and implemented some feature enhancements to campaign scenarios
- Closed some issues with the in-house developer tools
 - Had to install an Ubuntu OS in a Hyper-V Virtual Machine in order to verify that fixes and features were functional in Linux as well as Windows
- Learned how to work with the in-house programming language known as WML by reading the project documentation, looking at examples in the existing codebase, and communicating with the current Project Development Team on Discord
- Learned how to work with in-house developer tools written in Python

Portfolio Project

- Explored, and analyzed with machine learning, data from the online dating platform OKCupid as a portfolio project while going through courses on Codecademy ([View blog article](#))
 - Machine learning algorithms showed that describing one's body as "curvy" was a strong predictor that a user was female

Informal Education

- [Codecademy Computer Science Career Path](#) | August 2020 - November 2020
- [Codecademy Data Scientist Career Path](#) | November 2020 - June 2021
- [Kaggle 30 days of Machine Learning](#) | August 2021 - September 2021
- Self-learning from online articles, videos, and projects | September 2021 - April 2022

Formal Education

- University of St. La Salle | Bachelor's Degree in Electronics Engineering | 2013 - 2016
- Technological University of the Philippines | Electronics Engineering Technology | 2009 - 2012

Additional Accomplishments

- [Topped the Philippines Electronics Technician \(ECT\) Licensure Exam April 2017](#)
- Finished the ten speeches [Competent Communicator](#) Path of Toastmasters International

Fun Fact: This resume is itself a coding project. Initially, it was written in Markdown. Next, it was converted to HTML using a VSCode extension. Next, it was stylized and converted into a PDF using a Python script and a CSS stylesheet. Finally, Git version control is used to manage the different versions of my resume I send to different employers. ([View repository on GitHub](#))