Philip Alexander

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Education

University of Maryland, College Park, MD   May 2022
Bachelor of Science in Computer Science, Minor in Mathematics   GPA: 3.42/4.00

Relevant Coursework: Algorithm Design and Analysis, Advanced Data Structures, Abstract Algebra, Applications of Linear Algebra, Applied Statistics and Probability, Data Science, Object-Oriented Programming, Oral Communication, Parallel Computing, Web Development, iOS Development (via CodePath)

Technical Skills

Languages and Libraries: Java, Javascript, React, Redux, Node, Python, Anaconda, C, C#, .NET, SQL
Tools: IntelliJ, Visual Studio, Git, Google Suite

Experience

Microstrategy | Software Engineering Intern   May - Aug '21
- Collaborated with a mentor and 2 other interns in an agile environment to build a website with React and Redux that allows for other companies to experiment with Microstrategy's embedding SDK.

Elicient | Software Engineering Intern   Aug - Dec '20
- Implemented, improved, and tested features to the specifications provided by the co-founder.
- Created a pipeline to asynchronously extract, format, and store data on millions of car leases from XML documents provided by the S.E.C using .NET core and SQL.
- Started migration of elicient.com's front end to Next.js
- Utilized modern tools for collaborative development such as Azure devops and Git.

University of Maryland | Undergraduate Math Tutor   Feb - Mar '20
- Tutored students enrolled in algebra, trigonometry, and precalculus courses.
- Assisted students individually and in groups of up to three with learning and understanding course material (e.g. homework exercises) and answered questions.

Capital One | Software Engineering Summit   May 2019
- Participated in a week-long program hosted by Capital One in McLean, Virginia that involved workshops on topics pertaining to cloud, web, and app development.
- Applied some of these skills to develop a prototype financial education product with a group for the hackathon at the end of the week.

Projects

Black Jack CL (Java)
- Applied object-oriented principles to create a simple variant of Blackjack that can be played on the user's command line.

RGuessB (Java/Android)
- Developed an Android game in Java where the user guesses the RGB value of color and are assigned a score on their accuracy.
- Created a navigation system where the user can easily start a new game or return to the home screen after finishing a round.

Campus Involvement

- Officer for both Culinary Club and Boxing Club, primarily responsible for social media & graphic design.