

Alex Rupp-Coppi

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Education

Columbia University, Columbia College, New York, NY
BA Computer Science, **GPA 3.2**

On Gap Year, Expected May 2021

Choate Rosemary Hall, Wallingford, CT

2012 – 2016

High school diploma

Dean's List (eleven trimesters), Cum Laude, Honorable Mention for Excellence in Computer Science

Relevant Experience

Dossamer, LLC

August 2017 – Present (5 months)

Owner, Developer

- Developing a 90-minute-long kids' action-adventure game for iOS/Android
- Self-taught Unity, Blender, 3D games workflows (transitioned away from GameMaker and Anime Studio)

Product Team at Spectator Publishing Company

September 2016 – February 2017 (6 months)

Associate Developer, Backend

- Worked with a team of 8 to redesign and redeploy Courses@CU (a webapp that helps students navigate which course sequences they'll need to follow to satisfy requirements for majors or graduation)
- Wrote Node.js scrapers to find and store data as JSON from online course catalogues

AP Computer Science, App Development Directed Study

2014 – 2015 (9 months)

Student

- Built six major projects over a year in Java and JavaScript, ranging from 30 to 50 hours to completion per project
- Coded a game engine in Java from scratch using a generic 2D graphics library
- Designed a web calendar with Google Maps integration using Bootstrap and JavaScript
- Wrote a cross-platform webapp with the MeteorJS framework to track productivity (browser, Android)
- Solidified my understanding of object-oriented programming and gained a proficiency with web development

Choate Programming Union (CPU)

2013 – 2016 (3 years)

Co-Founder and Co-President

- Helped launch and grow my high school's first computer science club
- Worked with co-presidents to secure a \$1000 education grant from Google in Fall of 2014
- Helped increase Computer Science enrollment tenfold over three years (as credited by head of CS department)
- Prepared and led 63 workshops and lectures covering topics from game design to web development, with an average attendance of 20; worked towards the mission, "teach people how to code"

ShroomDoom Studios

2012 – 2017 (5 years)

Founder, Developer, Artist, Designer, Animator, Video Editor

- Published games, art assets, and code libraries online; products downloaded 18,000 times since July 2013
- Developed and released 3 games (small ones) and 4 game-developer-targeted middleware libraries, building for HTML5, desktop, and the Windows Store; made lots of unreleased prototypes
- YouTube tutorials, development timelapses, and marketing videos viewed over 17,000 times

Skills

Technical – Java, C#, Python, HTML/CSS, JavaScript, Express, Pug, Node.js, Bootstrap 3, Photoshop, Adobe Premiere, Flash, Illustrator, Inkscape, Anime Studio/Moho 12, Microsoft Office, Blender, Spine, Unity3D, GameMaker

Languages – Spanish (highly proficient speaking, reading, writing), German (near-native speaking), Chinese (basic)