


ALEXANDER CONGER

Software & Mechatronics Engineer

 alexconger.dev

 aconger00@gmail.com

 253 334 2613

 github.com/rocmalone

 Kent, WA

 /in/alexconger

SUMMARY

Software and Mechatronics Engineer specialized in machine learning in PyTorch and integrating software with physical systems. Seeking roles which leverage machine learning to build the next-generation of human-computer interactions. Strong computer science fundamentals including high-quality code principles and design practices. Deeply-rooted growth mindset and commitment to collaboration.

EDUCATION

9/2022 - 3/2024	Western Governor's University B.S. Computer Science	Salt Lake City, UT
9/2019 - 6/2022	University of Washington B.S. Mechanical Engineering	Seattle, WA

EXPERIENCE

7/2022 - 6/2023	Systems Stress Analysis Engineer	The Boeing Company
<ul style="list-style-type: none">Analyzed aircraft systems using physics and material science.Designed engineering tests and analysis that saved \$19,000,000 in warranty repairs.Developed a Python and Selenium WebDriver-based automation tool for an internal database; enabled 7 users to save 7 hours weekly, enhancing productivity and reducing manual errors.Expertly communicated technical details in presentations and reports to non-technical stakeholders including FAA and Boeing executives.On-call in fast-paced team using Agile practices.		
9/2021 - 7/2022	Startup Co-Founder, Technical Lead	Novel Electric Generator (University of Washington)
<ul style="list-style-type: none">Lead team of 5 in college-funded startup building a portable electric generator using novel technology.Implemented machine learning (linear regression) in PyTorch to increase fuel efficiency by 20%.Wrote firmware in C++ using memory-safe techniques and tests to ensure reliability and avoid explosion.Analyzed thermodynamic and fluid effects key to operation.Pitched concept to university seed fund securing student employees and \$4,500 across two rounds.		
3/2021 - 9/2021	Research Assistant	Composite Materials Lab (University of Washington)
<ul style="list-style-type: none">Devised new analysis methods for cutting-edge composite materials with complex microstructures.Created OpenCV-based computer-vision tooling in Python to measure microstructure regularity of new composite materials based on electron microscopy.Adapted existing techniques and tooling to facilitate manufacture of novel composite materials.		

PROJECTS

Video Game (C#, GDScript)	Rat House Rumble	rocmalone.itch.io/rat-house-rumble	Source on GitHub
<ul style="list-style-type: none">Developed a multiplayer FPS game in a highly realistic 3D-scanned environment.Applied design patterns and object-oriented design principles such as inheritance and polymorphism.Employed debugging tools and conducted performance analysis to reduce frame response times.			
Full-stack Web (Angular, Spring, MySQL)	Travel World eCommerce Website	https://alexconger.dev/travelworld	Source on GitHub
<ul style="list-style-type: none">Developed full-stack eCommerce storefront using Angular (TypeScript) front end.Built server side RESTful API to update and retrieve data in Java using Spring Boot and MySQL.Implemented the Model-View-Controller design pattern to enhance scalability and modularity.Adhered to industry-standard practices to secure and deploy as cloud services connected via REST API.			
Full-stack Web (JavaScript, React, Node.js)	deathroll.online	deathroll.online	Source on GitHub
<ul style="list-style-type: none">Online chance game leveraging large-language model API. Deployed as containerized service.Secured server-side REST API with environment variables, throughput limits, and request validation.Implemented DNS and SSL on Linux VPS to ensure high-availability and security.			
Web (React, Linux Admin)	alexconger.dev	https://alexconger.dev	Source on GitHub
<ul style="list-style-type: none">Portfolio built in React and deployed on Linux. Configured to securely host projects as container-services.			