

Shadai Alexander

240-340-6697 | alexandershadai3@gmail.com | [linkedin.com/in/shadai-alexander](https://www.linkedin.com/in/shadai-alexander) | <https://salexa2.github.io/>

EDUCATION

George Mason University

Fairfax, VA

Bachelor of Science in Applied Computer Science, Concentration in Game Design

Jan. 2022 – May 2024

- **GPA:** 3.7/4.0
- **Relevant coursework:** Software Engineering, Visual Computing, Database Concepts, Game Programming, Data Structures, Statistics
- Dean's List: Spring 2023

John Tyler Community College

Midlothian, VA

Associate in Computer Science

Jul. 2019 – Jun 2021

Godwin E. Mills HighSchool

Henrico, VA

Advanced Diploma

June 2019

EXPERIENCE

US Rater

Nov 2022 – Aug 2023

Telus International

Remote

- Analyzing and providing feedback on text, web pages, images and other types of information for leading search engines on a self-directed schedule.
- Played a crucial role in the AI training process by meticulously evaluating and rating a diverse range of videos, providing essential labeled data for machine learning algorithms.

Customer Experience Assistant

Jun 2021 – Dec 2021

CarMax

Richmond, Va

- Completed administrative tasks and supported customers online and over the phone by answering questions, conducting follow ups, resolving conflicts.
- Contributed to team engagement by creating activities to enhance team morale.

Front House

May 2020 – Apr 2021

Chick-fil-a

Richmond, Va

- Worked in a fast paced environment, providing friendly and effective customer service such as order taking, expedition, and quick adaptation to customer needs.

PROJECTS

Dorm Dazzle | C++

September 2023 – November 2023

- Designed my own game engine and developed an idle dorm decorating game that allows the player to decorate a dorm room.
- Designed the Graphical User Interface along with a vast collection of isometric sprite objects.
- Implemented various features and functionality such as inventory, money, and saving functionality.

Study Sigma | Python

Jan 2023 – May 2023

- Developed a study app for a course project for college students that uses complex algorithms, to take in a YouTube URL and retrieve a transcription from the video. The app can generate a short summary for the transcription, creates flashcard sets, and includes a calendar and study plan generator.
- Implemented multi-language support within the app, enabling users to seamlessly interact with the software in various languages.
- Developed and designed the Graphical User Interface, focusing on user-friendly interactions and an intuitive visual experience.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, HTML

Developer Tools: Git, Visual Studio, PyCharm, Eclipse

Libraries: CustomTkinter, Tkinter