Alexander Humphreys

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Projects

SQL Database   July 2025
- Designed 7 table Warhammer themed database utilizing MySQL
- Applied principles of Third Normal Form to ensure functionality

RTS Videogame   April 2025
- Developed functional dinosaur themed RTS game in Godot Engine
- Researched implementation of 2 similar Godot game projects
- Prototyped 4 unit types and several iterations of core game mechanics
- Coordinated with 2 Independent Artists for creation of 2D assets
- Managed project development across 2 computers through Github
- Presented in videogame showcase competition among 10+ piers

Random Character Generator   April 2025
- Developed Python program using VSCode to generate characters for D&D 5th Edition
- Leveraged multiple Python libraries
- Wrote 3 CSV files for program to read data and make selections

Website   April 2025
- Constructed multi page website leveraging HTML, CSS, and JavaScript
- Hosted live website on Github

Skills

- Python/C#/SQL
- Microsoft 365/GitHub
- HTML/CSS/JavaScript
- Teamwork
- VSCode/JetBrains Rider
- Communication

Work Experience

Maintenance Associate   March 2020 - March 2024
Walmart   Gatesville, Texas
- Managed store wide sanitization of high touch areas including 5 bathrooms and 20 trash cans
- Collaborated across 5+ departments to support all operations
- Fulfilled customer needs where possible to ensure satisfaction

GIS Support   September 2016 - February 2018
OmniEarth/Eagleview   Remote
- Analyzed aerial imagery data using GIS software, improving accuracy of processed data
- Demonstrated efficient process for new team members to speed onboarding

Education

Computer Science - Bachelor of Science Degree   September 2024 - Present
Brigham Young University - Idaho   Rexburg, Idaho
- Also pursuing certificates in Computer Programming, Functional Programming, and Machine Learning Fundamentals
- Current GPA: 3.912