

# ALEXANDER PARRA

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## EDUCATION

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University of California, Berkeley

May 2023: Bachelor of Arts in Computer Science

Completed: Calculus I, Calculus II and CS 61A (Structure of Computer Programs)

Planned: CS 61B (Data Structures), CS 70 (Discrete Math and Probability), CS 198-73 (Cloud Computing and SaaS)

## EXPERIENCE

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| <b>September 2018 – Present</b> | Code Evangelist, Mentor Manager, <i>CodeDay</i> <ul style="list-style-type: none"><li>• Organized 100 mentors for a virtual internship hosting 300 interns building a variety of software applications.</li><li>• Planned and hosted triannual CodeDays, a nation-wide hackathon.</li></ul> |
| <b>July 2020</b>                | Project Manager, <i>CodeLabs</i> <ul style="list-style-type: none"><li>• Led two teams, of three interns each, in creating full applications.</li><li>• One team worked on Spark AR filters and the other on a full stack web game.</li></ul>   |
| <b>July 2019 - July 2020</b>    | Teacher, Manager, <i>Let's Code, Inc.</i> <ul style="list-style-type: none"><li>• Created a computer science based curriculum for seven and eleven year old students, teaching Scratch and Java.</li><li>• Trained and managed teachers for the program.</li></ul>                          |

## SKILLS AND AWARDS

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| <ul style="list-style-type: none"><li>• Java, Python, PHP, Javascript, Scheme, SQL, HTML, CSS</li><li>• Node.js, ExpressJS, Google Cloud Platform, Git, Docker</li><li>• English and Spanish (Native Proficiency)</li></ul> | <ul style="list-style-type: none"><li>• Eagle Scout, Boy Scouts of America</li><li>• SkillsUSA State Gold Medalist, Computer Programming, 2019</li><li>• Hack:Now, Best UiPath Automation Hack, April 2020</li></ul> |
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## PROJECTS

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### **Spyfall Web Game — Node.js, 2020**

- Implemented a Node.js and Express.js server as a backend, using Handlebars for templating.
- Used Google Cloud Platform for Database and Authentication functionality.
- Containerized the application using Docker.

### **Autocorrecting Typing Test — Python, 2020**

- Made a typing test game that accurately determines WPM.
- Implemented an automatic autocorrecting function for use during the game.

### **Rubik's Cube — Java, 2019**

- Created a graphical interface for a fully functional Rubik's Cube in 8 hours for a competition.
- Implemented an auto-solve algorithm given a guide to solving.