

Alexander E.F. Valdez

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EDUCATION

Bachelor's of Computer Science

Western Governors University

03/2024 – 12/2025

Millcreek, UT

Associate of Science in Computer Science

SUNY Westchester Community College

09/2023 – 12/2024

Valhalla, NY

SKILLS

Active Directory, C++, Java, HTML/CSS/JavaScript, MySQL, Python, React

PROFESSIONAL EXPERIENCE

AI Consultant

DataAnnotation

09/2024 – present

Remote

- Contribute to the development and refinement of AI and machine learning models (Achilles, Magnesium, Cesium, Raven) by annotating AI responses and reviewing the accuracy/quality of said responses
- Regularly reviewed work based on project feedback to meet the required standards, training AI models and editing other employee's work to ensure standards are met
- Made and edited JSON schemas for AI training
- Worked with numerous programming languages and had to quickly adapt and understand each one

Server/Host

The Taco Project

06/2023 – 11/2024

Bronxville, NY

- Anticipated guest needs and went above and beyond to provide attentive, friendly service, often receiving personal praise from returning customers.
- Resolved customer issues in a satisfactory and positive manner, resulting in positive online feedback.
- Boosted sales across state lines in other locations of the same franchise.
- Held shift leader position to ensure accuracy, efficiency, and customer service throughout the shift, taking care of any mistakes or missteps in the day, guiding employees and assigning positions, and reporting to upper management any significant events that occurred throughout the shift

PROJECTS

MAE Technical Solutions

Junior Software Engineer

03/2025 – present

- Developed and maintained responsive web interfaces using React.js [🔗], Vite, and Tailwind CSS, contributing to a modern, performant frontend stack
- Collaborated closely with devops and security engineers to integrate frontend systems with secure cloud infrastructure and backend services
- Designed and implemented reusable React components for admin dashboards and client views, establishing a scalable and maintainable UI foundation
- Developed frontend that utilizes company-developed API to dynamically search and retrieve specific repositories, eliminating the need for manual username-based repo navigation

Super BlackJack

Video Game developed with JavaScript, HTML, and CSS

- A twist on the common card game of Blackjack and Pokemon, complete with levels, sound effects, animations, etc. Loosely based on the SNES game system
- Developed an enemy AI using probability calculations, allowing the enemy to draw cards at will regardless of the player's actions
- Refined game logic to handle various game states, outcomes, and potential bugs to ensure a seamless gaming experience
- Designed numerous visual assets using Pixilart and Adobe Photoshop

LANGUAGES

English, Spanish