THOMAS ALEXANDER

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OBJECTIVE

Seeking work and experience in a software development or computer science/physics research position. I am currently going into my fourth year in a computer science and physics double major at Mount Allison University. A driven individual, I am quick to learn new technologies and frameworks. My ideal placement would be working with experienced professionals to develop and learn new skills. I am interested in all development positions; primarily web application development, app development, analytics, scientic computing and articial intelligence as well as quantum mechanics/computing research.

EDUCATION

Double Major Physics and Computer Science — GPA 3.60

September 2010 - Current

Mount Allison University, Sackville, NB

CAREER HISTORY

Summer Research, Mount Allison University

Current

- Design of Turbidostat.
- Turbidostat softare design.
- Documentation.

Software Development Intern, G2 Research

Summer 2012

- Development of cellular tracking and analysis software.
- Setup OpenStreetMaps rendering server.
- Product and software research.

IT Manager, The Argosy Newspaper

2011-2012

- Setup and maintenance of Drupal news site
- Cloud server setup on NGINX/PHP-FPM stack.
- Serviced companies equipment and network.

MSDS Database Creation, Maritime Beauty

Summer 2011

- Setup a Material Safety Data Sheet database for Maritime Beauty on proprietary software.
- Networked with outside companies to develop relationships and acquire information.

Production Manager, Skratch That

2009-2010

• Production manager of an entrepreneurial startup that was part of the Junior Achievement program. Responsible for production of the companys product and production implementation. Skratch That won Company of the Year in all of Atlantic Canada for 2010.

SKILLS

Programming: Java, Scala/Akka, HTML5/CSS, JavaScript/Node.js,Mathematica, LATEX, Python/Django, SQL, C, Cuda C,C#, git, svn, MongoDB

Programming Concepts: Algorithms Analysis, Object Orientated Programming , Unit Testing, Quantum Computing, Computer Architecture, Functional Programming, Data Structures, Databases, Networking, Neural Networking, Basic AI

Operating Systems: Linux, Windows, Mac OSX

Hardware: Arduino, GPU computing, Cloud computing, Analog Electronics

Physics: Quantum Mechanics, Quantum Computing, Electrodynamics, Analog Electronics

LEADERSHIP ACTIVITIES

Tutor, Physics and Computer Science AWARDS AND HONORS	2010 - Current
3'rd Place, Robot's East Atlantic Championships	2010
1'st Place, Robot's East Atlantic Championships	2009
1'st Place, Robot's East Atlantic Championships	2008