Alexander Lambert

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| Objectives | | | |
| Interested in applying and growing my skills in Software Design, Web Development, and/or Algorithmic Engineering. | | | |
| Education | | | |
| Michigan State University E*xpected May-2017*  Major: Computer Science.  GPA:3.9  Livonia Stevenson High School *August 2009-June 2013*  Graduated Summa Cum Laude | | | |
| Experience | | | |
| **Sparrow Hospital IT** East Lansing, MI  *January 2016-Present*  *App Developer Intern/ Backend Design*   * Created an Emitter in C# to convert SQL queries to new databases autonomously. * Created a Deserializer to translate XML responses to C# and transferred to custom made SQL tables. | | | |
| **Digital Evolution Research** East Lansing, MI *October 2016-Present*  *Markov Brains/ Evolutionary Neural Networks*   * Added a feature Snapshot Learn to allow Neural Net to re-use knowledge from previous simulations. * Created C++ worlds and Fitness Functions to gain data to Biological Research with Python Numpy. | | | |
| **Schoolcraft Campus**  Livonia, MI *August 2015, August 2016*  *Teacher for Kids on Campus Program*   * Taught Web Design and Animation to 5th and 6th gradersusing Html, Adobe Flash, Weebly, and PowToon. * Designed and taught Syllabus of custom made lesson plans. | | | |
| **SpartaHacks 2016** East Lansing, MI  *February 2016*  *Client and Server Side Web Development*   * Designed an app that searches thru a user’s pictures on Facebook and identifies inappropriate images for deletion. * Worked with multiple APIs including Clarifai, Firebase and JavaScript to make it functional and accurate. | | | |
| **MHacks 2015** Ann Arbor, MI  *September 2015*  *Evolutionary Neural Networks*   * Created a genetic evolution program that learned how to beat a videogame over generation species using Lua. * Reversed engineered a NES game to find the proper Hex values using RAM Search and Hex Editor. | | | |
| **SpartaHacks 2015** East Lansing, MI *March 2015*  *Software Design*   * Designed a virtual tutorial using an arm to control the mouse with the Myo using Lua and Game Maker. * Collaborated as a team using multiple programming languages to produce one final product. | | | |
| **CoRe Peer Leader** East Lansing, MI *August 2014 – May 2015*  *Student Mentor*   * Collaborated with corporate sponsors to provide students with lab tours and field trips. | | | |
| **Acme Mills** Bloomfield Hills, MI *June 2011 – September 2012*  *Marketing/Accounting*   * Created Visual Basic macro to automate the identifying and merging of duplicate records to save time. * Eliminated Paper documents and converted daily banking reconciliations to electronic analysis. | | | |
| **Skills** | | | |
| Fluent in C++, Python, PHP, LESS, C#, and SQL  Familiar with Flex/Bison, Lua, and Bash | | Proficient in server-side development and algorithms  Knowledgeable in JQuery, SaS, and Java | |
| **Activities** | | | |
| ACM and Spartan Hackers Member  Web Contracting for Mason Expo  Programmed multiple computer games using Game Maker | | Lead the redevelopment of the high school greenhouse  Participated in IM Soccer, Volleyball, and Water Polo  Ran a Running Club fundraiser that raised over 250 dollars | |
| **Honors and Awards** | | | |
| Dean’s List(MSU)  AP Scholar Award | Top Ten SpartaHacks 2016  Henry Hedges Endowed Scholarship Fund | | National Honors Society  Raymond Newman Engineering Scholarship |