

**Alexander Zywicki**  
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## ENTRY-LEVEL SOFTWARE ENGINEER

- **Recent Graduate: Columbia College Chicago - Audio Arts & Acoustics.**
- **Studied Studio Recording & Software Engineering** with coursework focusing on the intersection of the two subjects.
- **Strong knowledge of object-oriented programming** and real-time programming using languages such as C++, Rust and C.
- **Consistently commended by professors and advisors** for programming abilities, grasp of multiple technologies and attention to detail.

### Education:

**Columbia College Chicago** - Chicago, IL

**Bachelor of Arts, Major in Audio Arts & Acoustics:** 2011 - 2015

- Focus: Audio Design & Production, and Audio Software
- Coursework: Object Oriented Programming, C++ Programming I & II, Game Engine Programming, Principles of Digital Signal Processing, Psychoacoustics & Physical Computing: Robotics
- Independent Project: Band-Limited Digital Signal Generation & Analysis

### Projects:

- **Libzaudio** - Authored an open source C++11 audio I/O library focused on providing a simple and modern API for working with real-time audio. Focuses on providing a clean yet powerful high level interface for working with audio signals. Built on top of the well known C audio library PortAudio.
- **Hound** - Contributed to an open source library for reading and writing WAV audio files using Rust. Helped add support for writing 32 bit IEEE floating point audio files.

### Interests:

- Digital Audio Signal Processing & Generation
- Programming Language Theory, Lexical Analysis, Parsing
- Programming Real-Time / Time-Critical Systems

### Technology Summary:

- Programming Languages: C++(11/14), Rust, C
- Libraries: libzaudio, PortAudio, FFTW, Boost
- Operating Systems: Mac OS X, Ubuntu Linux (16.04)