

Alexander Shearer

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EDUCATION

The Ohio State University

August 2017 – May 2021

Double Major in Computer Science & Engineering / Data Analytics

- Rising fourth year engineering undergraduate – 3.97 GPA
- Minor in Mathematics
- President of the OSU Game Creation Club

EMPLOYMENT

Software Engineer Intern

May 2020 – July 2019

Microsoft – Redmond, Washington (*Remote*)

- Improved user commerce experience by reducing retrieval times to backend services. Solution implemented using ASP.NET and Azure technologies.

Software Engineer Intern

May 2019 – August 2019

84.51° – Cincinnati, Ohio

- Created and designed application and microservice architecture to automate the productization of new data models using Spring Boot and Angular.

CSE Undergraduate Grader

August 2018 – December 2018

The Ohio State University – Columbus, Ohio

- Worked under a Computer Science & Engineering instructor to help manage their software course.
- Responsibilities included grading papers, hosting office hours, and advising students during lab.

Co-Founder, Full-Stack Developer

June 2017 – January 2018

AdmitAlly – Blue Ash, Ohio

- Cofounded AdmitAlly in the inaugural class of the "Zero to Sixty" internship hosted by Vora Ventures.
- Business designed to connect high school students to mentors from their desired college.
- Received programming and business mentorship while working alongside senior architects from Ascendum Solutions, learning software project management using the Agile methodology.
- Created prototype web application using Ruby on Rails, JavaScript, HTML, CSS and the Bootstrap framework.

INTERalliance Intern

June 2016 – August 2016

Luxottica – Mason, Ohio

- Created front-end of an internal project using JavaServer Pages, along with other internal projects using Java.

PERSONAL PROJECTS

Mini Mafia – Mobile Application

2018

- Created mobile multiplayer app that allows users to host games over their local network. Cross platform support, with network features working between iOS and Android devices. Programmed in C# using Unity.

Windows Tile Tool – Utility Application

2017

- Developed open source utility program that allows users to customize the appearance of their start menu in Windows 8 & 10. Programmed in Java, with a visual interface created through the Java Swing framework

SKILLS

Languages – Java, Python, C#, JavaScript

Web Dev – ASP.NET, Springboot, Angular, Rails

Mobile Dev – Android Studio, Unity

Additional Skills – Git, SQL, Azure, Agile

HACKATHONS / AWARDS

HACK OHI/O 2019 – Third Place

Data/O 2019 – Best Presentation

Data/O 2018 – Best Data Visualization

HACK OHI/O 2018 – Finalist