

Alexander Flosdorf

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Objective

To bring my experience into a thriving work environment while not only working with, but just as importantly, learning from my peers. I am confident I would further hone my abilities while making valuable contributions. I'm familiar with the kinds of choices developers have to make in the design process, as well as in execution, and thinking about them while using software is something I do frequently.

Work Experience

~ Forefront Systems LLC, Plymouth, MA September 2016 - January 2017

Intern | HTML/CSS | JavaScript: jQuery, other libraries | Visual Studio

- Created and debugged JavaScript for two of the owner's websites
 - Worked with owner on his applications/database and learned from his insight
 - Reviewed and revised code written by peers, as well as further learned the importance of clear, readable, easy to mark code, and specializing to the needs of the clients
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Education/Other Experience

Rising Tide Charter Public High School, Plymouth, MA Graduated June 2017

- Completed an internship at Forefront Systems, LLC, working with the owner and a peer from school

University of RI, Kingston Campus Graduation scheduled May 2021

- Working towards a Computer Science B.S. major. Potential of further schooling after.
- Developed a full, advanced understanding of C/C++, and a decent understanding of Java, but more importantly, the fundamentals of programming languages and ideas behind computer science, including algorithm analysis/efficiency, advanced data structures (lists, balanced trees, etc.)
- Worked on many group projects (building programs with use of advanced data structures) where I have had the chance to work among peers using RD/scrums strategies
- Worked for a semester in a class on building games using Unity engine: writing C# scripts, working with game objects, and making mechanics work effectively (e.g. making dungeons generate rooms pseudo-randomly, making robots chase and the player smoothly, while scripting when given animations should be used (running, turning, running and turning, attacking, etc.))

Additional:

- I have been using the software "Dreams" on PS4 by Media Molecule to create scenes, short games, and music in my free time.