

ALEXANDER LOTZ

Software Engineer

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EDUCATION

B.S. of Computer Science - 3.73 GPA
Nova Southeastern University

📅 Jan 2019 – Present
📍 Fort Lauderdale, FL

- Expected graduation: May 2022

EXPERIENCE

Information Systems Coordinator
NSU Univesity School

📅 Jan 2018 – Present
📍 Fort Lauderdale, FL

- Maintain data integrity of SIS and auxiliary systems.
- Develop Crystal Reports and SQL queries for constituents of various access levels.
- Regularly implement new automation processes for numerous Business Operations functions.
- Integrate new systems with SIS and resolve API errors.

Specialist for Video Game Design
Camp NOVA

📅 May 2014 – Aug 2016 (Seasonal)
📍 Fort Lauderdale, FL

- Used Python and Scratch to teach children grades K - 8 basic programming and game design principles.
- Maximized student productivity through iterative design process.

PROJECTS

- GUI Sudoku assistant built with LibGDX in Java to solve puzzles and teach critical strategies.
- App built with Processing in Java to dynamically render data in 3D space using Delaunay Triangulation.
- Implementation of cellular automata to organically generate terrain in a 2D environment using Unity.

ACHIEVEMENTS

- WinHacks 2021: Pattern Completion App - First Place Winner
- Recipient of Xerox Award for Innovation and Information Technology
- 2015 VEX Robotics Florida State Champion

TECHNICAL SKILLS

- Proficient Languages: Java, SQL, C#
- Exposed Languages: Python, GDScript, HTML, CSS, JavaScript, PHP
- Version Control: Git, Github
- Build Management: Gradle
- Other: Crystal Reports, MS Office, Selenium

PERSONAL SKILLS

- Agile/Scrum
- Music composition
- Photo editing Software
- Powertool proficiency