ALEXANDER LOTZ

Software Engineer

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alexanderlotz in alexanderlotz

EXPERIENCE

Software Engineer I PathAI

Feb 2022 - Oct 2022 Boston, MA

- Write high-quality code and debug existing codebase to synthesize effective systems.
- Interpret high-level architecture to predict and respond to side-effects of code changes.

Information Systems Coordinator **NSU University School**

i Jan 2018 - Jan 2022

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.

EDUCATION

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

i Jan 2019 - July 2022

Fort Lauderdale, FL

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#, Python
- Exposed Languages: 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