

Alec Eckmann

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Professional Experience

PPResume

<https://ppresume.com>

Senior Software Engineer

Dec 2022 – Present

- Developed and implemented efficient and scalable code, ensuring high-quality and maintainable web applications
- Collaborated with cross-functional teams to gather project requirements and translate them into technical solutions
- Conducted thorough testing and debugging to identify and resolve any issues or bugs in the software
- Actively participated in code reviews, providing valuable feedback to improve code quality and adherence to best practices
- Mentored and guided junior developers, fostering a collaborative and growth-oriented team environment

Keywords: Scalability, Growth, Quality, Mentorship

PPResume

<https://ppresume.com>

Software Engineer

Sep 2020 – Dec 2022

- Created reusable React components to ensure code efficiency and maintainability
- Integrated with RESTful APIs to fetch and display dynamic data on the frontend
- Implemented client-side routing using React Router for smooth navigation between pages
- Actively participated in Agile development methodologies, attending daily stand-up meetings and sprint planning sessions

Keywords: RESTful, React, Agile

Academic Background

University of Southern California

<https://www.cs.usc.edu/>

Bachelor, Computer Engineering and Computer Science, Score: 3.8

Sep 2016 – Jul 2020

- Developed proficiency in programming languages such as Java, C++, and Python
- Gained hands-on experience in software development through various projects and assignments
- Strong communication and teamwork skills acquired through group projects and presentations

Courses: Discrete Methods in Computer Science, Programming Language Concepts, Data Structures and Object-Oriented Design, Operating Systems, Computer Architecture, Database Systems, Computer Networking, Introduction to the Theory of Computing

Technical Skills

Web Development: Expert

Keywords: Python, Ruby, CSS, React, JavaScript

DevOps: Intermediate

Keywords: Python, Kubernetes, Docker, Shell, Ansible

Design: Intermediate

Keywords: Sketch, Figma, Photoshop

Spoken Languages

English: Native or Bilingual Proficiency

Keywords: TOEFL 110, IELTS 7.5

Chinese: Elementary Proficiency

Accolades

Dean's List

University of Southern California

Oct 2016

Awarded to students who achieve a high academic standing by maintaining a specified grade point average (GPA) during a semester.

Certificates

AWS Certified Developer - Associate
AWS

<https://aws.amazon.com/certification/>
Mar 2021

Projects

EduWeb

<https://www.eduweb.xyz/>

A web-based educational platform for interactive learning

Sep 2016 – Dec 2016

- Designed to enhance online learning experiences
- Facilitates students' engagement and collaboration through interactive features and user-friendly interface
- Offers a wide range of courses across various subjects
- Aims to improve the way students learn through the power of the web

Keywords: Education, Online Learning, HCI

Volunteer

USC Computer Science and Engineering Society
Tech Mentor

<https://www.usccsesociety.org/>
Sep 2015 – Jul 2023

- Volunteered as a Tech Mentor at USC Computer Science and Engineering Society
- Provided guidance and assistance to fellow students in their technical projects and coursework
- Assisted in organizing workshops, coding competitions, and networking events for the society members
- Contributed to fostering a collaborative and supportive environment within the student community

Basics

- Computer Science major with strong foundation in data structures, algorithms, and software development
- Pixel perfect full stack web developer, specialised in creating high-quality, visually appealing websites
- Experienced in databases (SQL, NoSQL), familiar with server-side technologies (Node.js, Express, etc.)
- Team player, with detail-oriented mindset and a keen eye for design and user experiences

Publications

ACM Transactions on Interactive Intelligent Systems

<https://dl.acm.org/journal/tiis>

Enhancing Human-Computer Interaction through Augmented Reality

Dec 2017

- Explores the potential of augmented reality (AR) in improving interaction between humans and computers
- Highlights benefits of AR in various areas such as gaming, education, healthcare, and design
- Discusses challenges and future directions of AR technology in enhancing user experience

References

Dr. Amanda Reynolds

(555) 123-4567

Computer Science Professor

amanda.reynolds@usc.edu

Andy Dufresne shows exceptional problem-solving skills and a solid understanding of programming concepts, he would bring immense value to any team or organization he becomes a part of.

Interests

Sports: Soccer, Swimming, Bicycling, Hiking

Music: Piano, Guitar