J. Alex Mina

juanmina1200@gmail.com • (501)952-3261 • jalexmina.github.io

EDUCATION

Brown University – Providence, RI   **May 2022**
- *B.S., Computer Science*
- *Related coursework:* Computer Systems, Linear Algebra, Computer Graphics, UI/UX, Probability Computing, Deep Learning, Discrete Structures, Topics in 3D Game Engines, Data Ethics
- *NCAA Division 1 Men's Soccer (Fall) and Men's Track and Field (Winter and Spring)*
  - 30-35 hour/week commitment including travel, training, film study, meetings, and other obligations while managing a full courseload, work, and extracurricular activities.

SKILLS

Programming languages: : C++ (highly advanced), C (advanced), Python (advanced), C# (advanced), Java (advanced), GLSL/OpenGL (advanced), Javascript (intermediate), REACT (intermediate), Scala (intermediate), OCaml (intermediate)

Technology/Security Clearance: Unreal Engine (advanced), GitHub/GitLab (advanced), Linux (intermediate), Bash (intermediate), Jira (intermediate), extensive experience debugging, active Secret security clearance

EXPERIENCE

Rite Solutions: Graphics Software Engineer – Bethesda, MD   **January 2023 - Present**
- Built a back-end solution in C++ connecting a dynamic physics model to a graphical user interface using TCP/IP allowing accelerated data transfer and visualization.
- Created methodology using Python to import large data sets from a government proprietary database into a graphical simulation operated on Unreal Engine.
- Designed a complex overlay with real time metrics for a 3D simulation intended for defense training.
- Integrated a graphical simulation into a large client server system and enabled simulation accessibility on training equipment in a secure environment.
- Reviewed 50+ pull requests in C++ from teammates and worked directly with a modeling artist to apply arbitrary textures to objects at run time.

IDEMIA: Programmer II – Chantilly, VA   **September 2022 – January 2023**
- Utilized a Java-like proprietary language in a collaborative and fast paced setting to parse both large pre-production and live datasets.
- Led check-ins with teammates, addressed debugging issues and managed changes made to the project's requirements.

Brown University: Head Teaching Assistant – Providence, RI   **May 2021 – January 2022**
- Held office hours and help sessions for over 100 students taking an advanced Computer Graphics course (CS1230) to strengthen their understanding of the curriculum.
- Communicated with the professor and team of teaching assistants daily to grade projects and labs, assign tasks, revise lectures, and coordinate lab hours.
- Interviewed, hired, trained, and delegated to seven teaching assistants.

Self Employed: Computer Science and Math Tutor – Fairfax, VA   **June 2021 – December 2021**
- Guided students' personal projects coding in C++ and Java as well as leading front and back-end development efforts in Python
- Set goals for students and improved their test scores and understanding of mathematical concepts.