

Alex Rechsteiner

Software Engineer

 www.linkedin.com/in/alexrechsteiner01

 <https://github.com/alexrechsteinerUNL>

Email: alexrechsteiner01@gmail.com | Phone: (630)-750-1969 | Location: [Homewood, Illinois](#) | Time: (CST)

Education

University of Nebraska Lincoln: August 2018-May 2022 (Graduated)

- Major: *Bachelor of Science in Software Engineering*
- Minor: *Mathematics*
- GPA: 3.67/4.00
- Awards: Dean's List

Relevant Coursework: Human-Computer Interaction, Algorithms, Cybersecurity, Testing and Verification, Data Mining, Database Development, OS Development, Eye Tracking, Virtual Reality

Industry Experience

Software Engineer, Sandhills Global: January 2020-May 2022

- Created MVC Projects in C# and VB.NET for API Development
- Ported aging ASP.NET webpages to .NET Core Framework
- Developed web applications for converting JSON to xlsx, csv, docx with OpenXML and C#
- Frontend development handled by HTML/CSS/JavaScript and jQuery
- Communicated with Stored Procedures in SQL
- Added features to webpages for testing locally defined API calls
- Agile/Scrum development workflow

Information Technology Intern, JourneyCare Inc: May 2019-August 2019

- Resolved support tickets created by employees
- Transferred cellular devices to a new carrier for a company-wide rollout
- Created Excel scripts for inventory management

Skills

Languages: Python, C#, HTML/CSS/JavaScript, Java, C/C++, SQL, MongoDB, VB.Net, R (familiar)

Framework/Libraries: .NET Core/Framework, React Native

Applications/Platforms: Git, Unity, Unix, MySQL, AWS, Robo 3T, Docker (familiar)

Projects

Software Developer, Wireless Testbed Radio Interfacing Capstone: August 2021-May 2022

- Created a website for interacting with wireless radio testbeds
- Cloud data stored with AWS
- Insights obtained through AWS CloudWatch
- Frontend developed with Laravel/PHP

Unity Developer, Goblin Kitchen VR: February 2022-Present [[Github](#)]

- Virtual Reality game created with Unity XR where the player is tasked with cooking meals.
- Player is 3ft tall in the environment. All environmental objects are climbable.
- Created Initial concept, climbing, velocity and acceleration handling, tutorial, and recipe timing

React Native Developer, Nutrition Data Mobile Application Capstone: August 2020-May 2021

- iOS/Android React Native Application
- Designed frontend for an algorithm that could determine nutritional value from an image of food
- Handled development for the homepage, food input page, and settings page