

EDWARD ALDER

COMPUTER SCIENCE STUDENT AT CU BOULDER

CONTACT

(303) 669 - 3752
edal9974@colorado.edu
eddyalder.com

LANGUAGES/ FRAMEWORKS

C++
C
Python
Java
Javascript
React
HTML/CSS
SQL
Objective-C/Swift
Kotlin

RELEVANT COURSEWORK

CSCI 3104 | Algorithms
CSCI 2270 | Data Structures
CSCI 3287 | Database Systems
CSCI 2400 | Computer Systems
CSCI 4448 | Object-Oriented Design

OS / TECHNOLOGIES

Windows
Ubuntu
macOS
Figma
Firebase

PROFILE

I am a Senior at the University of Colorado Boulder studying computer science, with a passion for creative and elegant solutions to complex problems. This passion drives my desire to learn more about computer software, hardware, and programming languages.

EDUCATION

University of Colorado Boulder
Bachelor of Science in Computer Science
GPA: 3.323 | Graduating May 2022

EXPERIENCE

- **Software Development Internship**
Frontdoor Inc. - "Taking the hassle out of owning a home" | Summer 2021
 - Integrated the Stroom video calling SDK into the ProConnect Android and iOS apps. Used latest mobile languages and mobile application architecture.
 - Participated in numerous code reviews and created merge requests surrounding the refactoring effort of the Android and iOS apps.
 - Worked in an Agile environment to quickly iterate on existing mobile apps and bring a remote consultation feature to market.
- **CLÜB App Development**
WRTG 3035 | Fall 2020
 - Created an app prototype to connect students in clubs at CU Boulder.
 - Developed user login, profile creation/modifying, and club creation/modifying using the Flutter framework for Dart.
 - Maintained and created a NoSQL database through Google's Firebase.
- **Homely Web Development**
CSCI 3308 | Spring 2020
 - Assisted with the development of a roommate task management service.
 - Created React components to track user events and display information
- **Online Foosball**
Personal Project | Summer 2020
 - Worked to deliver foosball to the browser using Javascript and Three.js.
 - Designed and implemented an intuitive user interface with Figma and Javascript.
 - Added realistic and dynamic shadows for game pieces using Three.js.