

Alex Rupp-Coppi

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<http://www.alexruppcoppi.com/> | <https://github.com/rcoppy>

Education

Columbia University, Columbia College, New York, NY
BA Computer Science, **GPA 3.2**

Expected May 2020

Choate Rosemary Hall, Wallingford, CT

2012 – 2016

High school diploma

Dean's List (eleven trimesters), Cum Laude, Honorable Mention for Excellence in Computer Science

Relevant Experience

Product Team at Spectator Publishing Company

September 2016 – February 2017 (6 months)

Associate Developer, Backend

- Worked with a team of 8 to redesign and redeploy Courses@CU (a webapp that helps students navigate which course sequences they'll need to follow to satisfy requirements for majors or graduation)
- Wrote Node.js scrapers to find and store data from online course catalogues
- Worked with JSON files and PostgreSQL databases for data management

AP Computer Science, App Development Directed Study

2014 – 2015 (9 months)

Student

- Built six major projects over a year in Java and JavaScript, ranging from 30 to 50 hours to completion per project
- Coded a game engine in Java using a generic 2D graphics library
- Designed a web calendar with Google Maps integration using Bootstrap and JavaScript
- Wrote a cross-platform webapp with the MeteorJS framework to track productivity (browser, Android)
- Solidified my understanding of object-oriented programming and gained a proficiency with web development
- Source code for all projects is on my GitHub

Choate Programming Union (CPU)

2013 – 2016 (3 years)

Co-Founder and Co-President

- Helped launch and grow my high school's first computer science club
- Brought in a guest speaker from NYC product shop Applico
- Worked with co-presidents to secure a \$1000 education grant from Google in Fall of 2014
- Helped increase Computer Science enrollment tenfold over three years (given credit by head of CS department)
- Prepared and led 63 workshops and lectures covering topics from game design to web development, with an average attendance of 20; worked towards the mission, "teach people how to code"
- Smoothly transitioned the club to its next round of leaders in Spring 2016; it's still going strong

ShroomDoom Studios

2012 – present (5 years)

Developer, Artist, Designer, Animator, Video Editor

- Publishing games, art assets, and code libraries online since 2012 under a sole proprietorship
- Developed and released 5 games and 4 game-developer-targeted middleware libraries, building for HTML5, desktop, and the Windows Store
- Products downloaded 18,000 times across all platforms since July 2013
- Uploaded tutorials, development timelapses, and marketing videos to YouTube, getting 17,000 views

Skills

Technical – Java, Python, C++, GML, HTML/CSS, JavaScript, MeteorJS, Ruby, Node.js, Bootstrap, Photoshop, Adobe Premiere, Flash, Illustrator, Inkscape, Anime Studio/Moho 12, Microsoft Office

Languages – Spanish (highly proficient speaking, reading, writing), German (near-native speaking), Chinese (basic)