Alexander R. Kelley

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EDUCATION

Texas A&M University, College Station, Texas   December 2024
Bachelor of Science in Computer Engineering   GPA: 3.317

LEADERSHIP

Squadron 6 Flying Tigers, Corps of Cadets, Texas A&M   August 2020 – Present
University
Career Readiness Officer, Finance Officer
- Learned and demonstrated key skills such as followership, leadership, teamwork, professionalism, effective communications, and time management while being an active leader in a unit of 50 cadets
- Trained all outfit freshmen in discipline, professionalism, and collaboration while being directly responsible for the development, counseling, and welfare of two freshmen
- Enhanced outfit's career readiness by writing, leading, and facilitating training times in such key areas as social media awareness, resume building, interview practice, and even changing tires
- Managed outfit finances, maintaining an up-to-date balance sheet and supervising spending to make best use of the outfit's funds, creating a budget surplus sustaining several events that were unaffordable the previous year

EXPERIENCE

Leidos, Inc., Huntsville, Alabama   Summer 2022 & 2023
Robotics Engineer Intern
- Developed several systems to improve the quality of navigation output which have been integrated into the main code branch and begun being deployed
- Brainstormed, designed, and evaluated a promising alternative approach for an existing contract. While not used for that contract, the work was later reused for a different project to great success.
- Learned machine learning & computer vision principles hands-on while developing useful code and working with others in a group setting

HONORS

O.R. Simpson Honor Society, Texas A&M University Corps of Cadets   August 2021 – Present
Tutor
- Demonstrated excellence in academics and willingness to serve others as a contingency for membership
- Tutored cadets in subjects ranging from calculus and physics to statistics and economics several hours per week, honing time management skills and study habits
- Learned to mentor and develop others' knowledge and skills without simply lecturing or giving away answers

SKILLS

- Skilled in prototyping, modeling, and manufacturing to exacting tolerances using a variety of equipment, including mill, lathe, and 3D modeling and printing.
- Proficient in Python and C++ due to experience in AI and game development. This experience extends into a variety of areas, including internet communications, machine learning, UI development, and data structures & algorithms.
- Familiar with computer graphics principles, shader design, and APIs, especially OpenGL. Currently working on a pixel perfect PBR pipeline intended to be used for 2D pixel art games.
- Experienced in the use of Arduino and other microcontrollers in embedded systems, including communication protocols used for smart home systems. Designed custom circuits and modified existing printed circuit boards to achieve desired functionality.