

Tony Alas

2324 Alexis Rd, Windsor ON N8W 3Z3

(226) 787-2523

alastony99@gmail.com • github.com/tonyalas • linkedin.com/in/tony-alas

Education

Bachelor of Science, Honours Computer Science w/ Software Engineering Specialization

September 2017 – April 2021

University of Windsor – Windsor, ON

- Major Average: 88%
- Courses: Data Structures and Algorithms, Database Management Systems, Object-Oriented Software Analysis and Design, Advanced Object-Oriented System Design using C++, Theory of Computation

Technical Skills

Programming Languages: C++, Java, Python, C#, C, NodeJS, TypeScript, JavaScript, Bash

Methodologies: OOP, Agile, SDLC, Scrum, TTD, Unit Testing

Other Languages & Tools: HTML, CSS, React, Selenium, Flask, Django, MySQL, Prolog, Heroku

Operating Systems: MacOS, Windows, UNIX, Linux

Software Applications: Microsoft Office, Adobe Suite, Eclipse IDE, Visual Studio IDE

Experience

IT Data Analyst

June 2021 – December 2021

Caps Canada – Tecumseh, ON

- Worked on network systems to create a stable environment for production associates.
- Independently worked on projects that increased productivity and efficiency of work.
- Worked with MS Access and MySQL databases to help keep company information up to date and working correctly.
- Communicate effectively with team leadership and suggest new ideas that generated higher efficiency and longer uptimes.

Projects

Am I Cancelled? (<https://am-i-cancelled.herokuapp.com>)

April 2020

- Twitter-based web application written in **Python** with **Flask** and HTML and CSS.
- Self-taught how to utilize Twitter's API to connect with my program.
- Learned how to work with **OAuth2** to grant user access to my program.
- Had over 500 unique users within the first week.

Wertigo (<https://wertigo.ca>)

November 2021 - Present

- Web application written using **Node JS** and **React** hosted on Heroku.
- Experience with Express, OAuth2, Nodemailer and Databases.
- Aim to bring local businesses more customers by giving them a platform.

Academic Projects

Autonomous Vehicle Simulation

Sept 2020 – April 2021

University of Windsor – Windsor, ON

- Utilized the **Unity3D** game engine using **C#** to simulate the behaviour of an autonomous vehicle with an emphasis on **localization**.
- **Trained** the simulation using **machine learning** and **neural networks** to maneuver a course autonomously.

COVID-19 Symptom Chatbot

Sept 2020 – Dec 2020

University of Windsor – Windsor, ON

- Programmed an AI chatbot using **Prolog** to determine if the user should seek medical attention with user-friendly interface.
- Recommends a large variety of resources and suggestions if the user feels ill.

Awards

Xerox Canada Information Technology Scholarship

2021

University of Windsor Dean's Honour Roll

2017 – 2021

University of Windsor Dean's Renewable Entrance Scholarship

2017