

ALEXANDER ST LAURENT

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CAMPUS ADDRESS

69 Brown Street, Box 7082
Providence, RI 02912

PERMANENT ADDRESS

25 Plimpton Avenue
Sturbridge, MA 01566

EDUCATION

- Brown University** · Providence, RI · May 2017
Bachelor of Science, Computer Science—Mathematics
- Tantasqua Regional High School** · Fiskdale, MA · June 2011

EMPLOYMENT & EXPERIENCE

- Software Developer Intern** · Onshape · Cambridge, MA · May 2016–August 2016
- Developed user-facing, browser-client features in a cloud-based CAD system.
 - Worked primarily in JavaScript, using jQuery, Backbone, Angular, and WebGL.
 - Worked under fast-paced, test-driven, agile development in a large code-base.
- Software Developer Intern** · athenahealth · Watertown, MA · June 2015–August 2015
- Worked on an internal project management tool.
 - Wrote Perl back-end and JavaScript front-end.
 - Organized and refactored existing code into a model–view–controller design.
- Web Development Intern** · MembersFirst, Inc. · Wayland, MA · July 2014–August 2014
- Created web-dashboards housing data-visualization widgets.
 - Wrote SQL functions to query and amalgamate data.
 - Wrote JavaScript which interacted with the Google Charts and Google Maps APIs.
- Web Infrastructure Administrator** · Bootstrap · Providence, RI · March 2016–present
- Maintained the deployment of WeScheme, the cloud-based IDE used for open-source high school curricula.
 - Managed Google AppEngine, Google Cloud, Google Datastore instances.
 - Responded to emergency issues in a timely and professional manner.
- Server Administrator** · Technology House, Inc. · Providence, RI · Spring 2013–present
- Volunteered as a sysadmin for the program house’s Debian server.
 - Created user accounts, assisted users with email, passwords, and other issues.
 - Made changes with Tweak, a configuration management tool also used by the Brown Computer Science Department.
- Teaching Assistant** · Brown Computer Science · Providence, RI · Various semesters
- Assisted students individually.
 - Graded programs and assignments.
- Consultant** · Brown Computer Science · Providence, RI · Spring 2013–present
Consultant for the Sunlab and MSlab
- Supported the machines and users in these two high-traffic computer labs.
 - Provided technical support to users for Linux- and department-related issues.
 - Served as liaison between users and the department technical staff.

PROJECTS & COURSES

Selected projects

- “Pyret.org Auto-grading,” (in-progress) web-based automated grading of Pyret assignments, interacting with Google Drive APIs.
- “Refined Remora,” (in-progress) refinement type system.
- “Benchmarking Pyret,” collection of performance data of the Pyret language.
- “2048 Cubed,” a three-dimensional version of the viral game, in JavaScript.
- “Neg Snell,” a port of an existing (Java) simulator for negative-refraction light trajectories through tilings, in JavaScript.

Selected courses

Programming Languages, Cryptography, Models of Computation,
Logic for Systems, Computational Topology, Operating Systems