

# Kaleb Osiel Alanis

Phone: 832-528-5234 \* Email: [kalebalanis@gmail.com](mailto:kalebalanis@gmail.com) \* Github: [github.com/koalanis](https://github.com/koalanis) \* Bitbucket: [bitbucket.org/koalanis](https://bitbucket.org/koalanis)

Education	<p><b>The University of Texas at Austin</b> <b>Bachelor of Science in Computer Science</b></p> <ul style="list-style-type: none"><li>• <b>GPA: 3.68</b></li><li>• <b>Expected Graduation Date: May 2017</b></li></ul>
Experience	<p><b>TIP Mentor, The University of Texas at Austin — August 2014 - Present</b> <i>Responsibilities</i></p> <ul style="list-style-type: none"><li>• Promote academic success and facilitate the transition to incoming students</li><li>• Formulate lesson plans for group meetings and coach 12+ freshman in their academic and professional progress</li><li>• Foster universal CS skills in incoming freshman who lack programming experience</li></ul> <p><b>Undergraduate Researcher, The University of Texas at Austin — September 2013-2014</b> <i>Responsibilities</i></p> <ul style="list-style-type: none"><li>• Discover applications for Computational Intelligence paradigms in video game design and development</li><li>• Research paradigms and master algorithms in the growing field of Artificial Intelligence</li></ul>
Skills	<p>Proficient in:</p> <ul style="list-style-type: none"><li>• C/C++, Java/Android, Python/Flask</li><li>• Microsoft Office</li><li>• Applied Mathematics</li></ul> <p>Experience with:</p> <ul style="list-style-type: none"><li>• HTML/CSS/JavaScript</li><li>• Artificial/Computational Intelligence, Neural Networks, Deep Learning</li><li>• Game/Graphics Programming</li></ul> <p>Relevant Coursework:</p> <ul style="list-style-type: none"><li>• Differential, Integral, Multivariable, Vector Calculus, Differential Equations</li><li>• Data Structures, Computer Architecture, Operating Systems, Object-Oriented Programming</li><li>• Algorithms and Complexity, Android Development, Software Engineering</li><li>• Matrices/Matrix Computation, Statistics and Probability, Numerical Methods</li></ul>
Projects	<ul style="list-style-type: none"><li>• GoalazoStats - Co-created a Soccer RESTful API and Website written in Flask, AngularJS, and PostgreSQL.</li><li>• Oort - Implemented Real-Time Mesh Slicing in a 3D Asteroids Game in C++ and Ogre3d</li><li>• Boids - A graphical flocking simulation written in C++ and OpenGL</li><li>• kalebalanis.com - Personal Blog and Website served with Flask and SQLite backend</li></ul>
Community/ Awards	<ul style="list-style-type: none"><li>• University Honors, TIP Scholar, Freshman Research Initiative</li><li>• TIP Scholarship, Tracor/Frank McBee, Jr. Endowed Scholarship</li></ul>