Alex J. Musick

Software Developer

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○ github.com/alex-musick

Work Experience

2024 - The Emerald Leaf
Inventory Contractor

Developed and implemented a strategy to catalogue and organize approximately 1,200 boxes of unknown merchandise for a recently acquired pottery wholesale business.

2024 - Green Can Cleaner
Can Cleaner

Operated and maintained a specialized trash-can-cleaning truck along specified routes.

2023 - Dairy Queen
Service Associate

Took orders and served food to customers. Also prepared some food items and cleaned after closing.

Objective

Senior software engineering student with a passion for technology and problem-solving. Seeking an internship in software development or related fields. Hoping to apply my breadth and depth of knowledge by providing novel solutions to real-world problems.

Education

Brigham Young University - Idaho
Bachelor of Science in Software Engineering, **2026**

Relevant Coursework:

- Programming
- Systems Administration
- Network Design and Administration
- Security Assessment
- Security Incident Analysis

Relevant Experience/Projects

- Directed a team in designing and implementing a partial transpiler to convert Markdown to HTML/CSS in a client's web browser.
- Designed and developed an object-oriented text adventure engine in Python and wrote extensive documentation.
- Analyzed local government office's network for visibility and security vulnerabilities and produced a report with security recommendations.
- Developed a video game within six weeks in the Godot engine as part of a three-person team.

Proficiencies

Languages: Python, C#, C, C++, HTML, CSS, Javascript, Java, Kotlin, x86_64 Assembly, ARM64 Assembly

Operating Systems: Windows Desktop, MacOS, Linux Desktop, Linux Server (Debian), Android

Platforms: Node.js, Godot, Android Studio, Google Cloud, Oracle Cloud

Tools: Wireshark, Security Onion, Burp Suite, nmap, Ghidra

Hardware: System deployment, Unit-level repair, Component-level repair