ALEXANDER W. VERKEST

Computer Science | Digital Design | Human-Centered Design

SUMMARY

Creative, dedicated, and energetic individual. Recognized for successful design and thoughtful engineering; always striving to combine both for innovation.

SKILLS

Adobe Creative Cloud
Agile / Scrum
C++ / C#
Cinema4D
Docker/Kubernetes
Figma / Adobe Xd
Git / GitHub
Go
HTML / CSS
Java
JavaScript
MongoDB
Python
Rapid Prototyping / Iterating
Unity
Unreal Engine

Adaptable
Collaborative
Communicative
Confidence
Critical Thinker
Empathetic
Fun
Imaginative
Intuitive
Organized
Optimistic
Patient
Problem Solver
Reliable
Resourceful
Quick Learner

EXPERIENCE

Clearance Level | Top Secret (TS)
OCTOBER 2023 | DENVER, CO

Manulife / John Hancock
- **Associate Full-Stack Engineer**
  OCTOBER 2022 – JANUARY 2024 | VIRTUAL
  - Part of a small DevOps team that engineered internal tooling and web applications.
  - Took over Spring Boot/Java application that ingested data from GitHub. Quickly updated it, added MongoDB connections, and a PowerBI dashboard to present compliance data to senior management.
  - Designed and engineered dashboard that aggregated vulnerability data. Acted as design lead to create prototypes and worked with team and end-users to create an elegant and intuitive tool.
- **Associate Application Security Engineer**
  JANUARY 2024 – PRESENT | VIRTUAL
  - Part of new risk management team focusing on vulnerability remediation.
  - Shipped vulnerability dashboard, and actively assisting teams with compliance.

Dragyn | YouTube Channel
MARCH 2017 – PRESENT | VIRTUAL

4.5k Subscribers; 563,500+ Views.
Independently record and edit entertainment content using Photoshop, Illustrator, Premiere, After Effects, and Cinema4D.

EDUCATION

Bachelor of Science | University of Colorado Denver
AUGUST 2016 – MAY 2022 | DENVER, CO

Major Computer Science and Engineering
Object Oriented Programming | Data Structures | Algorithms | Software Engineering
Minor Digital Design
Interactive Media | 3D Motion Design | Design Studio | Motion Design | Typography
Minor Human-Centered Design and Innovation
Human Centered Design | 3D Design and Prototyping | Game Design and Development

AWARDS / SERVICE

Eagle Scout | Boy Scouts of America
JULY 2016 | CASTLE PINES, CO

1st Place Engineering Expo | University of Colorado Denver
MAY 2022 | DENVER, CO

HIGHLIGHTED PROJECTS

Candy Mountain	Wristy	Thrust: Runic Blades
- Developed an internal vulnerability dashboard that consumes data from multiple APIs. - Led design and UX/UI treatment, crafting target personas, workflows, and wireframes - bit.ly/AWV-CandyMountain	- Worked with a small team to create a watch for children with high functioning autism. - Prototyped iterations using hardware from Adafruit driven by software written in CircuitPython. - bit.ly/AWV-Wristy	- Independently learned Unity and designed/developed original game concept. - Developed first person controller, game mechanics in C#, and visual design in C4D and Unity. - bit.ly/AWV-Thrust