

Alex Averill
281-755-5317

alex.averill2013@gmail.com | averill.dev

PROFESSIONAL EXPERIENCE

Software Developer II

Jan 2021 - Present

Software Developer

May 2018 - Jan 2021

Ideum

- Development, testing, and deployment of interactive applications in QT and Unity for Museums and Fortune 500 companies. These interactive applications run on large format touch screens, and other custom hardware. These interactives can be found in zoos, children's museums, natural history museums, and occasional trade shows.
- Developed custom web based Content Management Systems for client content management
- Development and integration of custom hardware experiences. These projects ranged from LED lighting, motion enabled interactives (Kinect, Realsense), and custom touchscreens..
- Installation of exhibits into their final space, Training client on usage and maintenance needs of individual exhibits. Developing and providing end user documentation
- Collaborated with other team members to create project proposals and prototypes for business development based on RFQ's or educational outcome goals.
- Participated in Design Reviews, User Testing, and Employee Onboarding

Educational Technology Technical Lead

Sept 2014-May 2018

University of Texas at Dallas- Science and Engineering Education Center

- Designed, developed and maintained a robust set of Mobile Educational Laboratories (educational exhibits) placed in public venues such as museums and libraries. Exhibits involving a range of hardware: touchscreen technology, A/V devices, optics and filters, AC/DC motors and electronics, educational manipulatives and a range of operating systems and software packages. Developed and implemented systems to capture usage statistics of exhibits; monitor and report usage on an ongoing basis. Over 60,000 learners of all ages use the exhibits annually.
- Expanded center's computer science (CS) offerings. Created a 5-part kitted workshop introducing learners the basics of programming and electronics.. Also introduced six additional CS-based now used by public libraries throughout Texas. Combined, the workshop and additional exhibits have grown participation in CS-offerings 225% in the last 3 years.
- Additional responsibilities included: creating and maintaining documentation on all exhibits; onboarding and training of new employees; supervising interns and outreach volunteers; and providing ongoing technical support for all department information technology.

SKILLS SUMMARY

Languages: Proficient in C/C++, C#, JavaScript, SQL, HTML/CSS, Python, Go/Golang, PHP, Typescript

Frameworks/Tools: QT, Unity, Bootstrap, React, NextJS, Node, Laravel, Docker, AWS (SES, C2, S3), Git, Github, Ubuntu, PostgreSQL, MySQL, Mongo

Hardware: 3D Printers, Arduino, Raspberry Pi

EDUCATION

Bachelor of Science in Software Engineering

University of Texas at Dallas, May 2018