

# ALEX GIGER

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## WORK EXPERIENCE

### Epic Deployment Technician

Jan 2026 - Present

Adventist Health | Portland, OR

- Deployed and maintained **500+ devices** (windows/macOS) across multiple clinics within the Oregon hospital network
- Documented recurring hardware and software issues, growing the **IT knowledge base** for future references
- Wrote **scripts** to deploy **software packages** across hundreds of devices, increasing efficiency by **50%**

### Software Engineering Intern

Jun 2024 - Sep 2024

GeoData Labs | Portland, OR

- Seamlessly integrated real-time data from NOAA using **object-oriented programming** principles to create hundreds of dynamic **earthquake mapping** visualizations
- Transformed satellite cloud data into vibrant front-end shaders on a globe using JavaScript and WebGL, processed in real-time for enhanced geographic display
- Leveraged Docker and MySQL database to streamline automated updates with weather and earth data through efficient cron-jobs
- Developed a database object to store wildfire data with SQL queries and mapped the locations and intensity to a visualization

## EDUCATION

### Bachelor of Science: Computer Science

Jan 2021 - Jun 2025

Oregon State University, Corvallis, United States

GPA 3.87

- Summa Cum Laude
- Dean's List, 2022, 2023, 2024

## PROJECTS

### combodoku! [🔗](#)

Feb 2026 - Present

iOS application

- An iOS application written with **Swift** that adapts the classic Sudoku game into arcade style gameplay with leaderboards
- **10,000+** casual puzzles stored in a **local database** on the application, with **SQL** database compiling completed puzzles for profile statistics and high scores
- **Firestore** integration for **500+** daily puzzles with **online global leaderboards** ranked by high score and completion times

### Senior Capstone Project

Sep 2024 - Jun 2025

Oregon State University

- Collaborated with a team of 3 students and a professor to create a **VR** implementation of Tetris using **Unity** and **C#** as well as **version control** with **GitHub**
- Engaged in year-long communication with stakeholders, professor, and group, gaining strong team **collaboration** skills in a professional environment
- Provided extensive software **documentation** and installation instructions in Readme file, enabling anyone to download and play the game with the correct equipment
- Showcased final deployment at public engineering expo with hundreds of play-testers trying our game

## SKILLS

**Programming Experience:** Swift, HTML, CSS, SQL, Docker, Python, OpenGL, Next.js, C++, Unity

**Programming Techniques:** Database Integration, Documentation, Agile, CI/CD, Version Control

## SUMMARY

- Epic Deployment Technician with **3+ years of technical experience in computer science**, with strong proficiency in **scripting, hardware, and software troubleshooting**. As a Software Engineering Intern, successfully integrated **real-time data visualization** projects and optimized cloud data processing using advanced programming techniques. Excelled in integrating NOAA data for hundreds of real-time earthquake mappings, enhancing geographic analysis. Proficient in **Docker** and **MySQL**, with work primarily related to **Swift** applications as well as **webGL/OpenGL shaders**, showcasing adaptability and quick learning in fast-paced environments. Strong commitment to developing efficient and unique solutions through effort and collaboration.