

# Alexander Eckardt

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## Profile

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Forward-thinking, analytical, and agile software developer bringing 4 years of experience in full-stack development using Node.js, Python, and React. Ideate and design scalable solutions that enhance efficiency, performance, and data interoperability, writing clean, functional code, and testing and fixing bugs/coding issues. Approach software development holistically, catering to user experience and functionality, accessibility, and aesthetics to bring ideas to life. Sound knowledge of agile methodologies and front-end/back-end coding languages and development frameworks, leveraging a knack for visual design and utility. Expertise in writing APIs and testing software to ensure user interactions are intuitive, engaging, and responsive. Achieved a **Top 0.1%** ranking (7th out of 7,000+) in the world's largest game jam, delivering creative, high-impact solutions under tight deadlines. Skilled in machine learning and natural language processing, with experience turning complex datasets into actionable insights.

## Skills & Competencies

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**Programming Languages:** Python, TypeScript, Java, JavaScript, Haskell, C#, OpenGL, SQL, C/C++

**Frameworks & Libraries:** React, Node.js, Next.js, Astro, jQuery, HTML/CSS, SwaggerAPI, Unix, Lambda Functions

**Tools & Platforms:** Git/GitHub, AWS, Docker, Google Cloud, Azure, Firebase, MongoDB, Figma, Visual Studio, Google Analytics, Microsoft Office

**Methodologies:** Agile/Scrum, CI/CD, Test-Driven Development (TDD), Object-Oriented Programming (OOP), SDLC, Design Patterns, DevOps

**Competencies:** Web-Based Software Engineering, API-Driven Development, Interface Design, Data Science, Natural Language Processing (NLP), Testing & Troubleshooting, Process Optimization, Database Design, Quick Learner, Team Collaboration, Articulate Communicator, Meticulous Attention to Detail, Innovative & Curious, Familiar with Agentic Workflows, Digital Art

## Professional Experience

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**Samos Insurance (YC W22)** Kitchener, ON

*Samos Insurance Solutions is an Insurtech company that is building accessible insurance solutions for customers, such as surgical risk insurance against accidental death during elective medical procedures.*

**Software Developer** 09/2024–09/2025

- Significantly reduced administrative task time by approximately **8 hours** per month through the development of automated reporting tools (Bordereau Reports, User Retention Reports).
- Refactored the company's Private-Label platform using new architecture, enabling customizable component design (buttons, text, colours, logos) for each partner portal.
- Conceptualized and engineered a user-centric Claims Portal featuring a streamlined interface and role-based access controls; portal reduces claim processing time by **50%**.
- Increased administrator productivity by **20%** through full-stack enhancements to the internal Admin System (insurance policy structure, referral system, micro-CRM, and group benefits login.)
- Built and upgraded 20+ Serverless API endpoints using AWS Lambda, reducing system latency by **30%**.

**Software Developer (Internship)** 05/2024–09/2024

- Built an affiliate and referral system using a PostgreSQL database to manage company contacts and sales referrals.
- Implemented separate database migrations using Alembic for development and production environments.
- Developed a client-side website using Framer and integrated advanced tracking tools such as Microsoft Clarity.

**McMaster University** Hamilton, ON

**Undergraduate Teaching Assistant** 09/2023–01/2024

- Led labs and tutorials for courses *Data Structures and Algorithms*, and *Python 101*, for groups of 200 students.

**Yarowa Zug**, Switzerland

*Yarowa is a fintech company that creates networks between service providers, institutional clients, such as insurance companies, and property management companies; networks cover legal advice, health care, and property & craft*

**Junior Software Engineer** 06/2022–09/2022

- Collaborated within a Scrum/Agile development system using JIRA, honing documentation, code review, and project delivery skills.
- Developed anonymization algorithms for machine learning data security, improving data usage by **40%**.
- Pre-processed data using Python and Excel to ensure data quality of over 5,000 transaction records, reducing manual errors by **50%**.

## Selected Projects

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**Soulflame** - Independent Development of an Action/Adventure Video Game Ongoing  
<https://soulflamegame.com>

- Used GMS2, Digital Art, Git, and social media to develop an indie video game, a handcrafted Metroidvania with platforming elements.
- Envisioned, designed, built, and tested all game systems and assets—including Cutscene Scripting, Lighting Systems, Custom Level Builder.
- Created and enhanced social media footprint, amassing more than 2,500 followers; worked with Alpha Testers to request and collect feedback.

**MeetingBot** - Meeting Bot API for Teams, Meets and Zoom (Capstone Project) 04/2025  
<https://github.com/meetingbot/meetingbot/>

- Used AWS, Docker, Terraform, Graphite, Playwright, Puppeteer, Next.js, and Linear.
- Engineered a self-hosting meeting API for Zoom/Teams/Meet, reducing recording costs by **90%** vs commercial alternatives.
- Created automated CI/CD pipelines with Jest unit tests, boosting release turnaround time by **80%**.
- Architected solution for scalability with a serverless infrastructure leveraging AWS and Docker.
- The open-source project has been starred by 192 GitHub users.

**Song Classifier Annotation** - NLP Annotation & Predictive Modeling (McMaster University) 03/2025  
<https://github.com/alexekardt/4n13-song-classifier>

- Used JavaScript, Python, Node.js, Prisma, SQL, JavaScript, Rest, and OVH API.
- As part of a team of 4, led development of a full-stack web application to annotate and classify song lyrics into thematic categories; applied NLP and text classification principles to prepare the dataset for machine learning classification.
- Developed baseline models using BERT and ELECTRA.

**Waterloo Hybrid Tech** - Online directory of tech companies in Waterloo Region 01/2023  
<https://waterloohybridtech.ca>

- Used Google Project IDX, Firebase, Supabase, Git, HTML, and JavaScript to deliver full-stack development of a tool using 3 new technologies and software design principles to ensure modularity and extensibility.
- Ensured compliance with UX design principles to enhance the overall user experience.
- Implemented robust search functionality with 19 filtering options, allowing users to locate specific companies.

**Pinball Pioneer** - Indie Video Game—**Winner** of the GMTK 2023 Game Jam 07/2023  
<https://alexekardt.itch.io/pinball-pioneer>

- Used GMS2, Aseprite, Git and Audacity to solo-develop an end-to-end puzzle game within just **48 hours**.
- Placed 7th out of 7,000 global submissions, placing in the **top 0.1%**.
- Envisioned, designed, and built all game systems, assets, and levels, handling end-to-end development and testing.

**GO Transit Visualizer** - Online Visualization Tool of Ontario's Bus & Train Lines 06/2023  
<https://alexekardt.github.io/GO-Transit-Visualizer/>

- Used HTML, JavaScript, Python, jQuery, and Public Transit GTFS Big Data.
- Parsed real-world data using Python to create usable JSON files for visual map and transit data.
- Designed a transit map to display all routes in the Toronto area and used a modular design to add touch-screen compatibility.

## Education and Professional Development

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**Bachelor of Applied Science, Computer Science (Co-op) 2025**  
 McMaster University *Hamilton, ON*

- 4x Dean's Honour List recipient (3.7 GPA)
- Key Courses: *Natural Language Processing, Applications of Machine Learning (AI), Human Centered Computing*

**Systems Design Proficiency**, AlgoExpert *(Expected)* 10/2025

**Coding Proficiency Certification**, AlgoExpert 09/2025

**Artificial Intelligence Essentials**, Google 07/2024

**IT Automation with Python**, Google 04/2021