

Alex J. Negrini

alexnegrini.com ▪ linkedin.com/in/alex-j-negrini ▪ alexjnegrini@gmail.com

OBJECTIVE Obtain a full-time position in Human-Centered Computing, User Interface Design, or Front-End Software Development / Engineering

PORTFOLIO alexnegrini.com

EDUCATION Graduated Summa Cum Laude at Rochester Institute of Technology (RIT), Class of 2025
Bachelor of Science in Human-Centered Computing
Minor in Music in Technology, Immersion in Psychology
Concentrations in Front-End Development and Instructional Technology
Cumulative GPA: 3.80

PROFESSIONAL EXPERIENCE

RIT PAW Lab, Research Assistant, June – August 2024, Rochester, NY

- Advanced scientific research in the PAW (Perception and Acquisition of Words) laboratory at RIT (Rochester Institute of Technology)
- Successfully designed and implemented a preferential looking study to assess the perception and cognition of verbs in young children
- Encoded video-recorded data for analysis by annotating behaviors such as speech and gaze

Safran, Engineering Intern, May – July 2023, Rochester, NY

- Extended the design and functionality of PNT (Position, Navigation, and Timing) software through a company acquisition (Orolia to Safran) by initializing a system redesign and developing features for database visibility utilizing the CakePHP framework, JavaScript, SQLite, and Figma
- Created a multi-level feasibility study for a complete user interface redesign in Figma to conform with the company acquisition's rebranding needs
- Developed features which increased user visibility of real-time information for databases through custom graphs, guided by user-testing feedback
- Created and managed databases to record real time data using SQLite

PROJECTS

KeepUp mobile application (independent project, Fall 2024 – Present)

- Independently designed a high-fidelity prototype for a custom mobile application in Figma
- Conducted extensive user research for concept ideation, prototype iteration, and validation
- Assessed usability through test plans, which demonstrated a 40% higher CSAT and a 40 point higher NPS than the primary competitor for initial tests
- Created 70+ pages of research artifacts and documentation, including the following: competitive analysis, market viability assessments, low-fidelity prototypes, wireframes, design systems, task flows, mood boards, MoSCoW charts, sketch scenarios, personas, and mind maps
- Created timeline for cross-platform mobile application development for release to app stores

LinkedIn games solver (independent project, Summer 2025)

- Created a user-interface-focused Chrome browser extension to solve all LinkedIn games
- Implemented multiple solvers for each game using OpenAI API calls, algorithms, and heuristics
- UI contains multiple pages including home, settings, solver, about, steps, links, and invalid game

Origami designing instructional program (academic project, Spring 2025)

- Developed a comprehensive origami designing course with discrete module objectives
- Completed an in-depth, interactive course module through a Figma prototype with custom graphical elements, including 38 examples, practice problems, and assessment questions

Automated resume applier (independent project, Fall 2024)

- Developed an custom automated system to apply for jobs on Workday, a job application website
- Utilized AutoHotKey to create custom macros, controls, parameters, and interfaces

Quote book generator (independent project, Spring 2024)

- Utilized the JavaScript-based browser extension Automa to create a bot which automatically generates the contents of a quote book with Google Sheet integrations
- Leveraged a pre-existing website to randomize and customize features with multiple parameters

Web-based bots (independent projects, Fall 2023 – Spring 2024)

- Created 8 separate web-based bots which utilize a variety of software programs, including Playwright, AutoHotKey, and Automa, to automate tasks
- Applications include the automation of: vocabulary IQ test, Guess That Game, FoodGuesser, Slido comment generator, and achieving top leaderboard scores in What Beats Rock

KEY SKILLS

Skills and capability for independent work:

Programming

- Front-end, client-side applications and websites
- Native and cross-platform mobile applications
- Databases creation and management
- Agile and scrum workflows

Design

- User interfaces and user experiences
- Human-centered design and interactions
- Low-high fidelity interfaces and prototypes
- User task flows and wireframes
- Visual design and graphics
- Device mockups

Research

- Competitive analysis
- Market viability assessments
- Interface feasibility testing
- Usability testing
- User research
- User interviews
- Journey mapping
- Quantitative analysis
- Research methods
- Literature reviews

Software and programming languages:

Primary

- Figma
- HTML and CSS
- JavaScript and PHP
- Python
- Java
- React and React Native
- Git and GitHub
- Jira

Secondary

- Adobe Photoshop/Illustrator
- C, C#, and C++
- Kotlin and Android Studios
- Swift and Xcode
- Dart and Flutter
- jQuery and Node.js
- CakePHP and SQLite
- Playwright
- AutoHotkey

COLLEGE EXTRACURRICULARS

- AI Club
- Business Technology Professionals
- Rock Climbing Club
- Fencing Club
- Table Tennis Club
- Fowl Play (improv comedy troupe)
- Drumline
- Percussion Ensemble
- Tiger Steel (steelband)
- Small Mallet Ensemble (percussion)
- Game Symphony Orchestra
- Rochester Wargamer Association Guild