

# Alex Saalberg

alexsaalberg.com

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## EXPERIENCE:

Lodasoft - Lake Forest, CA

Apr 2021 – Present

### **Software Engineer**

- Implemented two-way API integrations to multiple Loan Origination Systems
  - Facilitated syncing of tens of thousands of mortgages
- Maintaining and expanded public facing APIs for our core product
- Worked in communication with front-end developers and 3rd party clients to quickly add new business-critical functionality to Lodasoft's Angular-based SPA

Productive Programming - Placentia, CA

Apr 2019 – April 2021

### **Full-Stack Software Engineer**

- Created a search engine for Medical Services (Doctors) using the Google Maps API
- Designed and implemented an application to analyze software license data for a corporation with over 200k employees
- Created a social platform where users could post, rate, and comment on videos

## SKILLS:

Languages

C#, SQL, JavaScript/HTML/CSS

Frameworks/Libraries

ASP.NET, MVC, EntityFramework, Razor Pages, JQuery, Tailwind

Tools/Devops

Git, Github, Azure, Visual Studio + Debugger, VSCode, Windows, Linux

## PROJECTS:

Games of Stones - PC Game (Win/Mac/Lnx) **C++, CMake, OpenGL** 2018

- Released a 3D Voxel-Terrain, "Colony Management" video game prototype.
- Created a custom OpenGL 'Voxel' Engine using PolyVox and Bullet Physics libraries.

## EDUCATION:

California Polytechnic University - San Luis Obispo, CA

2018

**Bachelor of Science:** Computer Science, **Minor:** German  
Dean's List, Spring 2018