



Lorenzo Alexander

A man of great passion for life, Lorenzo played 15 seasons in the NFL. Players and fans alike nicknamed him “One Man Gang”. The reason for this is because of the number of positions he played in the NFL. He played on the offensive line, special teams, been a fullback, defensive end, defensive tackle, inside linebacker and outside linebacker! In other words, he made himself versatile enough to play whatever position his teams have needed him at.

Alexander began his pro career as an undrafted free agent after playing his college ball with the University of California joining the Washington Redskins for the 2007 season. He played in the nation’s capitals for 6 seasons while earning a Pro Bowl selection in 2012.

He signed with the Arizona Cardinals for two seasons and then on to the Oakland Raiders for one season. He then joined the Buffalo Bills for the 2016 season and went on to be a Pro Bowl selection again in his first season in Buffalo. He was also named a second team All Pro in 2016. It was a year when it all came together for Lorenzo as he tallied

12.5 sacks, 76 combined tackles, 6 deflected passes, 3 forced fumbles and an interception!!! In all, Alexander played 4 seasons with the Bills and then retired after the 2019 campaign.

Lorenzo now spends much of his time giving back via his ACES Foundation. His mission is to support youth through emphasizing accountability, taking pride in their community, striving for educational excellence while promoting a healthy mind, body and spirit through Sports. The foundation aims to help young people mature mentally and spiritually, develop leadership skills and promote a healthy lifestyle. They hope every child will commit to a life of learning, identify and pursue their purpose, and maintain a strong family unit while giving back to their community.

Alexander gave his life to Christ while playing for the Redskins after seeing the witness of some of his teammates who played and lived with integrity. He is now a One Man Gang for Jesus.

