

## Bryce S. Willey

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<b>EDUCATION</b>	<b>Rice University</b> , Houston, Texas MS in Computer Science expected September 2018  BS in Computer Science BA in Visual and Dramatic Arts President's Honor Roll	GPA: 3.98  Magna Cum Laude Class of 2017 Fall 2016, Spring 2016, Fall 2015, Fall 2014, Fall 2013
<b>COURSEWORK</b>	Optimization Theory, Distributed Systems, Computer Vision, Artificial Intelligence, Computer Graphics, Compiler Construction, Algorithmic Robotics	
<b>WORK EXPERIENCE</b>	Student Researcher Lydia Kavraki, Mark Moll, Rice University Kavraki Lab	10 weeks Full Time Summer 2017
	<ul style="list-style-type: none"><li>• Implementing Optimizing Planners in OMPL</li><li>• Created a general ROS RL environment using OpenAI's Gym</li></ul>	
	Software Engineer in Tools and Infrastructure Intern Google (Zurich, Switzerland)	12 weeks Full Time Summer 2016
	<ul style="list-style-type: none"><li>• Extended an Angular template parser to correctly parse Angular 2 syntax</li><li>• Designed and implemented a web UI to dynamically compute, display, and high-light testing coverage data over Angular 2 Dart projects.</li></ul>	
	Software Engineer in Tools and Infrastructure Intern Google (Boulder, CO)	12 weeks Full Time Summer 2015
	<ul style="list-style-type: none"><li>• Developed a tool that uses Continuous Integration data to determine if a category of tests cause the build to fail disproportionately</li><li>• Can analyze a day of testing data for a single project in less than 20 minutes</li></ul>	
<b>PERSONAL PROJECTS</b>	Bodhi: 2-D Platformer on Mac	Spring 2017
	<ul style="list-style-type: none"><li>• Github Link: <a href="https://github.com/BryceStevenWilley/JTTW">https://github.com/BryceStevenWilley/JTTW</a></li><li>• Lead Developer, co-wrote level editor</li></ul>	
<b>AWARDS AND HONORS</b>	Louis J. Walsh Scholarship in Engineering Rice Engineering Alumni Award Winner	Fall 2016 Spring 2016