

**Bryce S. Willey**  
Bryce.Steven.Willey@gmail.com  
<http://brycewilley.xyz>  
(409)-356-3492

**EDUCATION**      **Rice University**, Houston, Texas      GPA: 3.98  
MS in Computer Science expected September 2018  
  
BS in Computer Science      Magna Cum Laude  
BA in Visual and Dramatic Arts      Class of 2017  
President's Honor Roll      Fall 2016, Spring 2016, Fall 2015, Fall 2014, Fall 2013

---

**COURSEWORK**      Optimization Theory, Distributed Systems, Computer Vision, Artificial Intelligence,  
Computer Graphics, Compiler Construction, Algorithmic Robotics

---

**WORK**      Student Researcher      10 weeks Full Time  
**EXPERIENCE**      Lydia Kavraki, Mark Moll, Rice University Kavraki Lab      Summer 2017

- Implemented Optimization-based Planner (TrajOpt) in OMPL
- Created a general ROS RL environment using OpenAI's Gym

Software Engineer in Tools and Infrastructure Intern      12 weeks Full Time  
Google (Zurich, Switzerland)      Summer 2016

- Extended an Angular template parser to correctly parse Angular 2 syntax
- Designed and implemented a web UI to dynamically compute, display, and highlight testing coverage data over Angular 2 Dart projects

Software Engineer in Tools and Infrastructure Intern      12 weeks Full Time  
Google (Boulder, CO)      Summer 2015

- Developed a tool that uses Continuous Integration data to determine if a category of tests fail disproportionately
  - Can analyze a day of testing data for a single project in less than 20 minutes
- 

**PERSONAL**      Bodhi: 2-D Platformer on Mac      Spring 2017  
**PROJECTS**

- Github Link: <https://github.com/BryceStevenWilley/JTTW>
  - Lead Developer, co-wrote level editor
- 

**AWARDS AND**      Louis J. Walsh Scholarship in Engineering      Fall 2016  
**HONORS**      Rice Engineering Alumni Award Winner      Spring 2016  
Barbra "Long" Chilton Award in Theatre      Spring 2016