

William Saulnier

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Work Experience

Riot Games - Esports Web Intern

May 2014 - September 2014

- Overhauled a tool for monitoring esports web streams across multiple providers.
- Collaborated on a cross functional team to build and launch the 2014 World Championship website for millions of players.

Executive Office of the President - SoftWare Automation Technology Team

May 2013 - August 2013

- Designed and implemented a complete overhaul of the backend databases driving the Consumer Product Safety Commission's Recalls API.
- Worked alongside the Acquia Team managing whitehouse.gov.

Olin College Projects

September 2012 - Present

- Constructed and coded a laser range finder and a noise canceling headset.
- Developed the MVP and business plan for an ad-hoc event service.
- Built and published an Android app to help students understand relative costs.

Education

Franklin W. Olin College of Engineering

September 2012 - Present

- Candidate for B.S. in Electrical and Computer Engineering.
- Recipient of 4-year, 50% Olin Merit Scholarship.
- Studying abroad in Japan to study the language and work on research.

Skills

Programming Languages

Javascript, NodeJS, HTML5, Java, Python, C#, Android, PHP, MySQL, MongoDB, ActionScript 3, Matlab, Rails

Computer Skills

Github, AWS, Packer, Eclipse, Photoshop, OBS