

WILLIAM GUSS

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EDUCATION

University of California, Berkeley

August 2015-2019

Expected B.S. in Electrical Engineering & Computer Science

Expected B.A. in Applied Mathematics

Regents' and Chancellor's Scholar (*Highest honor awarded to incoming undergraduates*)

Current Coursework: Data Structures (*CS 61B*), Honors Real Analysis (*MATH H104*), Linear Algebra & Differential Equations (*MATH 54*).

University of Utah

August 2013 - May 2015

Nonmatriculate in Mathematics & Computer Science

CS2420: Algorithms and Data Structures (A-)

Overall GPA: 3.933 (18 units)

EXPERIENCE

LeapYear

October 2015 - Present

Machine Learning Intern

Berkeley, California

- Theorizing and implementing ϵ -differentially private deep neural network algorithm in Python.
- Working with team on web-api using Django RESTful.

Databa.it Research

October 2013 - Present

Lead Developer/Machine Learning Researcher

Salt Lake City, Utah

- Theorized and implemented new ML algorithm, Functional Neural Networks. Presented work at the Intel International Science Fair. Submitting paper to NIPS.
- Developed DeepLearn.NET, an open source C# deep learning framework.
- Created novel gradient descent method for feed forward ANNs and applied the algorithm to breast cancer diagnostics (mammography and FNA) with 99.8% error rate. Presented at the University of Utah Global Health Conference. Won United States Congressional App Challenge.

West Connect (wconnect.org)

August 2014- December 2015

Full Stack Web Developer

Salt Lake City, Utah

- Developed backend (Node.js) integration with Facebook OAuth/Google Maps API.
- Designed UI with conjunction with Ember.js/Bootstrap/Handlebars/JQuery

University of Utah Musculoskeletal Research Lab

Summer 2014

Intern/Developer

Salt Lake City, Utah

- Parallelized C++ finite element solver using OpenMP and Bluelock Scans.

Lost Code Studios

August 2012 - June 2014

Lead Developer

Salt Lake City, Utah

- Published "Space Hordes" to Xbox Live Indie Marketplace
- Created component oriented entity framework for game development in C# and Java.
- First prize in IGDA Salt Lake City - Global Game Jam (2013,2014).

TECHNICAL SKILLS

Computer Languages

Protocols & APIs

Tools

Github Score

C#, Java, C++, Python, JavaScript, LaTeX, PHP,,
XNA, LINQ, Ember.JS, JSON, Windows Phone Development, Node.JS
Git, Visual Studio, Eclipse, Sublime, IDLE, SVN, Heroku
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