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.
· Buidling machine learning models for customers across broad range of problem domains.
· 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 Blelloch 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 STRENGTHS

Computer Languages	C#, Java, C++, JavaScript, LaTex, PHP, Python,
Protocols & APIs	XNA, LINQ, Ember.JS, JSON, Windows Phone Development, Node.JS
Tools	Git, Visual Studio, Eclipse, Sublime, IDLE, SVN, Heroku
Github Score	473