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 Pure Mathematics

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

Current Coursework: Data Structures (*CS 61B*), Honors Linear Algebra (*MATH H110*), Honors Real Analysis (*MATH H104*), Linear Algebra & Differential Equations (*MATH 54*).

University of Utah *August 2013 - May 2015*

Nonmatriculate in Pure Mathematics & Computer Science

CS2420: Algorithms and Data Structures (A-)

Overall GPA: 3.933 (18 units)

West High School *August 2011 - June 2015*

Founder/President of Computer Science Club

State Sterling Scholar of Computer Science

Overall GPA: 4.22

EXPERIENCE

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) October 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#, .NET, C++, Java, JavaScript, PHP, Python, LaTex
Protocols & APIs	XML, JSON, Node.JS, Windows Phone Development, XNA
Databases	MySQL, MongoDB
Tools	SVN, Git, Visual Studio, Eclipse, IDLE, Heroku
Github Score	370