William Chia

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Education:

The University of Texas at Austin – B.S Computer Science, First Year

- GPA: 3.84, as of Sept. 2016
- Dean's Scholars (Fall 2015 -)
- University Honors (Fall 2015 -)
- George L. Clark Scholars (Fall 2015 -)

Relevant finished coursework – Machine/Assembly Programming, Intro to Programming (AP)

Relevant concurrent coursework (incomplete) – Data Structures, Elements of Databases (with SQL), CS-Oriented Discrete Math

Extracurricular – Mobile App Development, Competitive Programming (division of ACM), Electronic Game Development Society, Hong Kong Student Association (Fall 2015 -)

Skills

- High proficiency with Java
- Experience with Javascript, HTML/CSS, and Lua
- Exposure to R, Lisp, Microsoft VBA, and SQL
- Experience using Java Swing and Java.net libraries
- Experience with jQuery and Ajax framework, exposure to Node.js
- Exposure to using Git version control and remote repositories
- Experience with website hosting services utilizing cPanel File Manager

Previous Work

- UT Austin Captioning and Transcription Services, Part Time (Spring 2016)
- Fort Bend County Libraries, volunteer worker (Fall 2013 – Spring 2015)

Independent Projects:

Calendar/Planner – Background program to keep events.

- Written in Java, using Swing library; UI animated using Threads
- Alerts users of events 7 days prior; allows repeating events (i.e repeating a certain day of each month)
- UI designed using Paint.NET

Class Selector – Program that selects university classes using console input

- Written in Java, using Jsoup HTML parsing library and Java.net
- Allows user to log in and select courses from University database they like, then returns possible schedules
- Auto-adds desired schedule into University system at the moment class selection opens

Hackathon Projects:

HackUTD – Group project, custom music player for Android OS (Lollipop and up)

- Written in Java using Android Studio IDE
- Shuffled songs according to recorded user preferences
- Utilized Myo Gesture Control Armband API for easy access

UT Game Jam – Click-based RPG-style game for Windows

- Written in C# using Unity game engine/library
- Implemented health, stamina (attack frequency) mechanics