William Roe

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OBJECTIVE

Passionate and detail-oriented Computer Science graduate skilled in Java, Python, and C#, seeking a software development role to leverage problem-solving abilities, technical proficiency, and collaborative spirit. Eager to contribute to a dynamic team with strong communication, adaptability, and time management skills, and committed to continuous learning and professional growth in developing innovative software solutions.

SKILLS

- **Agile Methodologies**
- **Team Collaboration**
- **Adaptability**
- **Conflict Resolution**
- **Frontend Development**
- **Problem Solving**
- **Programming Languages: C#, C++, C, Java, Python, SQL, HTML, CSS**

EXPERIENCE

Frontend Web Developer Internship, Spark Cooperative, Oct 2023 – Jan 2024   **Miami, FL (remote)**
- Spearheaded the website redesign using HTML, CSS, and the Tailwind CSS framework, in collaboration with the design team. Employed Gulp for efficient bundling. The redesigned site effectively communicated the product's value proposition, achieving around 75 daily views.
- Collaborated with a senior engineer, product manager, and executives weekly to report progress, address challenges, and receive strategic guidance.
- Participated in weekly scrum meetings with the development team to provide updates and to align project goals.

Projects

OpenGL Graphics Engine, ETSU, Interactive Graphics, Jan – May 2024   **Johnson City, TN**
- Developed a custom OpenGL graphics engine in C++ to render interactive 3D graphics.
- Implemented various graphics techniques such as lighting, texturing, and shaders within the engine.
- Developed a fully interactive 3x3 slide puzzle using the custom OpenGL graphics engine, with randomized puzzle generation and image selection from a pool of images on each run.
- Implemented a validator to check the solvability of the puzzle and logic to detect when the puzzle is solved, providing user feedback upon completion.
- Received positive feedback from professor and peers on overall project outcome.

BucStop, ETSU, Software Engineering II, Jan – May 2024   **Johnson City, TN**
- Served as Scrum Master for a software engineering project focused on developing a website hosting student-made games at ETSU, where each game was encapsulated in its own microservice.
- Led a Scrum team through bi-weekly sprints, conducting sprint planning, daily stand-ups, sprint reviews, and sprint retrospectives.
- Utilized JIRA and Confluence for project management, tracking tasks, and documenting project progress.
- Coordinated the integration of individual game microservices into the website architecture through an API gateway, ensuring seamless functionality and user experience.

EDUCATION

East Tennessee State University   **Johnson City, TN**
BS in Computing, Computer Science Concentration   Graduated May 2024
- **GPA:** 3.5
- **Honors:** Fall 2022 Dean's List
- **Relevant Courses:** Algorithms, Data Structures, Software Engineering I & II