Blake Williams

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Summary

Motivated Computer Science major with a strong understanding of programming concepts and proficiency in C/C++, Java, and JavaScript/Typescript. Seeking an opportunity to gain practical experience in software development, data analysis, or related fields. Skilled in collaborating with others to identify and solve complex problems. Passionate about learning new technologies and continuously improving coding abilities. Highly organized, Detail-oriented, and committed to producing high-quality work.

Experience

Parry Labs | Remote
Embedded Systems Engineering Intern | 05/2024 – Present

- Design, develop, test, debug, and implement embedded software on the latest state of the art edge computing systems.
- Develop software and firmware source code in C/C++, Embedded C, and other languages and have a thorough understanding of common communication interfaces like SPI, I2C, USB, UART, and others.

Cracker Barrell | Arkansas, Alma
Retail Sales | 09/2023 – 05/2024

- Provide exceptional customer service by greeting guests with a friendly demeanor and ensuring their shopping experience is enjoyable.
- Advertise and push products to customers to maximize sales.
- Collaborate with team members to compete in monthly sales challenges against other branches across the country.

Walmart | Arkansas, Van Buren
Online Grocery Pickup | 02/2021 – 08/2023

- Consistently meet and surpass monthly ordering and sales goals assigned by Director of Operations and General Manager
- Assist customers in finding specific grocery items
- Maximize positive customer service experience.

Projects

Developing Graphics card – Utilizing breadboards and circuitry knowledge to develop a basic graphics card that is a able to display a Image stored on a EPROM chip to a screen using a VHDL cable.

Jetson Flash Tools – This application allows a user to be able to flash a NVIDIA Jetson device, Build a custom kernel, and install custom device tree files without the need for NVIDIA proprietary software.

Client-Side Application – Developed a frontend application that interfaces with a provided backend server to fetch and post updates which moves sprites on the client screen to create a multiplayer experience.

Map Editor – Developed a simple map editor using java to place and remove sprites on the screen. Then scroll along the map using mouse or key presses.

Skills

Microsoft Office Certified, Proficient in C/C++, Proficient in Java, Proficient in TypeScript, Proficient in Python

Education

Alma High School | Alma, Arkansas
High School Diploma | 05/2021

University of Arkansas at Fayetteville |Computer Science| 05/2025

- Enrolled in the Honors College of University of Arkansas
- Current GPA 3.661
- Built and designed robots to do certain tasks and compete in competitions around the state of Arkansas