

WILLIAM GEORGE

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San Diego, CA

EDUCATION

<i>Bachelor of Science:</i> Computer Science OREGON STATE UNIVERSITY	<i>Sept 2014 - Dec 2017</i> Overall GPA: 3.98/4.00
<i>Masters of Business Administration:</i> Information Systems Management Concentration KELLER GRADUATE SCHOOL	<i>Sept 2010 - Dec 2013</i> Overall GPA: 3.92/4.00
<i>Bachelor of Science:</i> Molecular, Cellular and Developmental Biology <i>Bachelor of Arts:</i> Psychology UNIVERSITY OF WASHINGTON	<i>Sept 2003 - June 2008</i> Overall GPA: 3.49/4.00

PERSONAL AND ACADEMIC PROJECTS

PinchTest Application <https://github.com/VisVires/PinchTest>

- Three-Tier Application using Google DataStore, RESTful API hosted on Google App Engine and Android Client Interface
- Application Interface built using Android SDK, iOS interface and NodeJS user interfaces currently under construction
- RESTful API built using Python webapp2 framework
- OAuth2.0 via Google+ using AppAuth Android Library and OKHttp

Unity 2D Tower Defense Game <https://github.com/VisVires/UnityTowerDefense>

- Acted as team lead in class project to create Tower Defense Game built using C# and the Unity game engine
- Organized team meetings with several team members from different time zones throughout the US
- Created Procedural Path/Map Generation Algorithm based on Conways Game of Life to build randomized game boards with specified entry/exit points for enemies
- Added enemy tracking script for user weapons to follow and shoot at enemies across the board when enemies come within range

FOR A MORE COMPLETE LIST OF PROJECTS VISIT: www.williamgeorge.me/projects

WORK EXPERIENCE

Software Development Engineer II *BAE Systems*

Feb 2018 - Present

- Active TS/SCI Security Clearance
- Back end focused software development engineer with focus on creating and managing tools for a variety of tasks including: Big Data management, Tooling, Data Migration, RESTful API development, Operational Monitoring, and Resource Management
- Experience with working on a team with an Agile Software Development Cycle
- Technologies include: Ansible, AWS Development/Cloud Tools, NoSQL, RDS and Graph-Based data management, Jenkins continuous integration, Containerization/Deployment via Docker, Spring Boot, Vue.js, Maven, Git etc.

Owner/ Founder *Vis Vires LLC*

Mar 2012 - Feb 2018

- Founded successful startup focused on providing health and fitness solutions for busy professionals
- Maintained a healthy client base through word of mouth and social media advertising
- Developed iOS, Android and Web applications alongside company website to ease day to day operations

TO SEE AN EXTENDED WORK HISTORY: www.williamgeorge.me/resume

SKILLS

Technical Skills

Primary Languages: Java, Python, Bash
Familiar With: JavaScript (Vue.js), C, C#, C++, SQL, SPARQL
Web: NodeJS, Python, HTML5, CSS3, JSON
Databases: MySQL, Oracle, SQLite, DynamoDB, AllegroGraph
IAAS Technologies: AWS (EC2, S3, DyanmoDB, etc.), Eucalyptus
PAAS Technologies: Google App Engine, Unity 3D Game Engine
Version Control: github.com/VisVires, BitBucket

Soft Skills

Well-developed public speaking skills
Self-sufficient and task oriented
Strength when working in a team environment
Skilled leader with an ability to motivate
Experience with SAFe Agile Programming