

# William Hayward

SOFTWARE DEVELOPER

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## Education

### University of Queensland

Brisbane, Australia

BACHELOR OF INFORMATION TECHNOLOGY · SOFTWARE DESIGN

July 2014 - May 2020

- UQ Employability Award Recipient
- Paul Gampe Prize for Best Open Source Project in the 2016 UQ Innovation Showcase
- UQ Writers Club Social Media Manager, 2015; President, 2016-17
- UQ Mafia (Social Club) Founder and President, 2016-2017

## Work Experience

### Blue Beard Entertainment

Coral Springs, Florida

CONTRACTOR

Since 2015

- App Development
- In-House Utility Development

### Shaver Shop

Brisbane, Australia

SALES ASSISTANT

June 2019 - January 2020

- Responsible for the sale of mid to high end dental devices and body grooming accessories

### Junior Engineers

Brisbane, Australia

HEAD TEACHER

July 2019 - September 2019

- Responsible for teaching basic programming to groups of up to 20 children

### University of Queensland Union (UQU)

Brisbane, Australia

SEMPER FLOREAT NEWSPAPER EDITOR

January 2018 - December 2018

- Website Management (WordPress)
- Article Writing and Editing

### Code Camp

Brisbane, Australia

HEAD TEACHER

April 2017 - September 2017

- Responsible for teaching basic programming to groups of up to 30 children
- Worked with camp managers and teaching assistants

## Skills

<b>Programming</b>	JavaScript, TypeScript, Python, C/C++, Java, Node.JS, PHP, C#
<b>Web</b>	HTML5, CSS, MEAN Stack, LAMP Stack, Apache, Nginx, WebSockets, Wordpress
<b>Software</b>	Windows, MacOS, Linux, Microsoft Office, Vim, LaTeX

## Projects

### Deadname Remover

<https://bit.ly/3eDghG2>

REMOVES THE DEAD NAMES OF TRANSGENDER INDIVIDUALS FROM THEIR WEB BROWSERS

Since March 2018

- Published on the Mozilla Firefox and Google Chrome web stores
- Over 1000 users and exclusively 5 star reviews
- Technologies used: JavaScript

### French Toast

<https://FrenchToastGame.com>

A BROWSER BASED ONLINE MULTIPLAYER GUESSING GAME CREATED TO SUPPORT A BOARD GAME KICKSTARTER

April 2020

- Online multiplayer through Lipwig networking platform
- Thousands of games played
- Technologies used: TypeScript, WebSockets (Lipwig)

## The Social Dial

INTERFACING WITH MODERN SOCIAL MEDIA THROUGH ANALOG TECHNOLOGY

- Interfaced a USSR telegraph key to Twitter and a 1985 dial phone to Facebook
- Exhibited at the State Library of Queensland, May 2018; UQ Innovation Showcase, October 2018
- Technologies used: Arduino, C, Python, JavaScript, NodeJS, WebSockets

<https://bit.ly/2Ba2t7d>

May 31st 2018

## Lipwig

ROOM-BASED MESSAGE SERVER

- Designed for development of room based social games
- Developed to act as Platform as a Service (PaaS) message server
- Available on npm
- Technologies used: TypeScript, NodeJS, WebSockets

[npmjs.com/package/lipwig](https://npmjs.com/package/lipwig)

Since April 2017

## Coaster

ACTION PLATFORMER

- Java project with 60 person development team
- Responsible for procedurally generated terrain and object layering system
- Extensive unit test coverage
- Technologies used: Java, JUnit, Gradle

[github.com/UQdeco2800/coaster](https://github.com/UQdeco2800/coaster)

August 2016 - October 2016

## Crowd9

SOCIAL MOBILE GAME

- Room based social game for web and mobile platforms
- Cross platform codebase
- Functioning micro-transaction system
- Technologies used: JavaScript, WebSockets, Cordova

Not Released

November 2015 - August 2016

## Turrets

2D TOWER DEFENCE PLATFORMER

- Originally developed using Coaster engine
- Redeveloped with LibGDX Framework
- Technologies used: Java, LibGDX

[github.com/WillHayCode/Turrets](https://github.com/WillHayCode/Turrets)

December 2016

## References Available On Request

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