William Quigley

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Education

Bachelor of Applied Science, Computer Engineering

2020 - 2024

- Queen's University, Kingston, ON
- Relevant Courses: Engineering Design Modules, Neural and Genetic Computing, Computer Vision, Algorithms, Database Management Systems, Computer Architecture

Technical Skills and Awards

- Deans Honor List 2022/2023, Queen's University
- Silver Medalist, Next Generation Medical Simulation Hackathon 2022
- Experience programming with C#, C++, Python (Pytorch, Pandas, Scikit-Learn), SQL, HTML, PHP, CSS, MatLab, Verilog, Java, Git, Nios II Assembly Language, VHDL
- Experience with GitHub, AI Development, App Development, Web Development, Unity, Simulink, Solidworks 3-D CAD Tool, Quartus, Power BI, Microsoft Suite, Power Apps, and Soldering

Relevant Experience

Chief Technical Officer of Software, Queens Biomechatronic Team, Kingston ON 2022 - Present

- Managing a team of 24 student engineers to design and program a lower body electronic exosuit to allow firefighters to carry an extra 50 lbs of weight over uneven terrain
- Communicating with a network of motors using CANBUS systems, C++ and Arduinos
- Designing an innovative closed loop algorithm that responds to user feedback gathered with pressure and positions sensors to increase user comfort and suit efficiency by 37%

Engineering Manager, Queens Solar Design Team, Kingston ON

2021 - 2022

- Lead a team of 12 student engineers that finished Semi Finalist at the US Solar Decathlon
- Designed a net zero electrical tiny home that is 46% more efficient than a new house of the same size by using innovative technologies and professional collaboration and leadership

Work Experience

Programmer/Analyst, Ontario Provincial Police, Orillia ON

2023

- Developed an End-to-End Automated Testing Program for the Recruitment and Development Website, increasing testing speed of developers by over 370% and vastly reducing bugs
- Developed using C#, Selenium, AutoBogus, and Microsoft's suite of tools such as Dataverse

Game Development Team Lead, Stem World Education Services, Ottawa ON

2022

- Lead 9 student engineers to design, program, and develop two educational math-based games for children aged 6-10 used in the school system to teach 8 educational topics
- Created both apps UI Ais, and backends for both Android and iOS using Unity and C#

Head of Lifesaving Department, Washago Community Center, Washago ON

2019 - 2020

 Lead the Lifesaving Department and ordered \$400 of equipment and created the Centers water-based policies and procedures to allow the campers to safely access the waterfront

Volunteer Experience

Database Engineer at Engineers Without Borders, Toronto ON

2022

- Organized and maintained the Engineers Without Borders client databases for client contacts and donations, increasing the number of actively donating clients by over 50 repeat clients
- Fixed 200 broken database entries and added 450 new database entries