

William Gagnet

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Summary

Highly adaptable Computer Science graduate (May 2025) seeking an entry-level Software Engineering role, leveraging a strong foundation in Python, Flask, and SQL to solve real-world problems. Proven ability to build and deploy full-stack applications and apply machine learning fundamentals. Passionate about building tools, solving real-world problems, and learning new technologies.

Technical Toolkit

Languages: Python, C#, JavaScript, C, Java

Data Science: pandas, NumPy

Backend/Frameworks: Flask, SQL, SQLite, PostgreSQL

Frontend: HTML, CSS, JavaScript

DevOps/Tools: Docker, Git

Graphics/Game: Unity, Blender

Professional Experience

Associate Technology Consultant, Fiddlers LLC

November 2025 - current

Supported IT and cybersecurity operations by building internal tools, assisting with security assessments, and contributing to client-facing reports and remediation guidance.

- Designed and developed a Python + Playwright automation tool to programmatically collect, classify, and compare pre- and post-consent website cookies, producing structured reports for client privacy analysis.
- Designed and developed a Flask-based security assessment and reporting tool ("Fiddlers Compass") that scores organizational maturity across multiple domains, generates prioritized remediation recommendations, and produces client-ready reports.
- Collaborated with senior consultants on security hardening standards, contributing to the development of documentation used for a large enterprise client.
- Utilized Proofpoint for routine email security operations, including log review and threat monitoring, while gaining exposure to gateway configuration and phishing policy management.

Noteworthy Computer Science Projects

Checkpoint-Web

- Engineered full-stack equipment reservation system for 100+ students and 8 faculty in the CS department using Python/Flask and JavaScript for frontend interaction.
- Utilized the Agile/Scrum + Kanban methodology in a 3-person team to manage sprints, version control, and continuous deployment.

Machine Learning Final Project - Hit Game Predictor

- Predicted high-volume video game sales by optimizing feature engineering across a large dataset of metadata.
- Utilized scikit-learn and NumPy to compare performance between Decision Tree and Logistic Regression models.

VR Casino *(link available on request)*

- Programmed a complex, functional game economy and bank system within Unity for the VR environment using C# in a 4-person team.
- Worked as a team to implement Unity's XR tools and custom C# scripts to facilitate realistic interaction with roulette, slot machines, and a bingo game.

Education

Rhodes College - Memphis, TN

Bachelor of Science in Computer Science, May 2025