

# William Gagnet

[wgagnet1@gmail.com](mailto:wgagnet1@gmail.com) | (504) 908-6417

Portfolio: <https://williamgagnet.github.io>

GitHub: <https://github.com/WilliamGagnet>

LinkedIn: <https://www.linkedin.com/in/william-gagnet-6b3944302/>

## Summary

Recent Computer Science graduate with hands-on experience in web development, machine learning, and game programming. Skilled in Python, Flask, and SQL, with a strong foundation in both back-end and front-end development. Passionate about building tools, solving real-world problems, and constantly learning new technologies.

## Skills

Proficient in: Python, Flask, SQL, HTML/CSS, JavaScript, Git, Unity, C#, pandas, NumPy

Familiar with: Java, C, Docker, SQLite, PostgreSQL, NIOS Assembly

## Projects

### Checkpoint-Web

A web app for managing student equipment reservations in the CS department

- Developed as part of a senior seminar project in a team of three.
- Built full-stack functionality using Flask and vanilla JavaScript for frontend interaction.

Tech: Python, Flask, HTML, CSS, JavaScript

GitHub: <https://github.com/Rhodes-CS-comp486/checkpoint-web>

### Machine Learning Final Project - Hit Game Predictor

Predicts whether a video game will sell over 1 million copies based on metadata

- Created and trained logistic regression and decision tree classifiers using scikit-learn.
- Applied feature engineering and visualization with pandas to analyze patterns in global sales.

Tech: Python, scikit-learn, pandas, NumPy

GitHub: <https://github.com/WilliamGagnet/ml-final-project>

### VR Casino

A virtual reality casino game with a functioning roulette table, slot machines, bingo, and a bank system

- Developed as a final project for a VR & Graphics class, built in Unity using XR tools for immersive interaction.
- Emphasized modular game design and real-time interaction in a VR environment.

Tech: Unity, C#, XR

GitHub: Private (available on request)

## Education

Rhodes College - Memphis, TN

Bachelor of Science in Computer Science, May 2025