William Gagnet

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Portfolio: https://williamgagnet.github.io

GitHub: https://github.com/WilliamGagnet

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Summary

Recent Computer Science graduate with hands-on experience in web development, machine learning, data analysis, 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

Noteworthy Projects

Checkpoint-Web

- A web app for managing student equipment reservations in the Rhodes College CS department.

- Developed as part of a senior seminar project in a team of three using the agile methodology.

- Built full-stack functionality using Flask and 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.

- Tech: Unity, C#, XR

- GitHub: Private (available on request)

Education

Rhodes College - Memphis, TN
Bachelor of Science in Computer Science, May 2025