

WILLIAM HASLET

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SKILLS

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

Skills: Unity Game Engine, Git, Graphics Programming

EDUCATION

University of Virginia

Bachelor of Science, Computer Science, Expected Graduation 2023

Relevant Coursework: Computer Architecture, Linear Algebra, Program & Data Representation, Probability, Theory of Computation, Software Engineering, Digital Logic Design, Discrete Mathematics

GPA: 3.68 / 4.0

INTERNSHIPS

Centra Lynchburg General Hospital

Observational Intern | February, 2018 – May, 2018

- Experienced general operations and practices of departments such as radiology, general surgery, and cardiology.

PROJECTS

Wireless Trackpad iOS App | Summer 2020

- Designed and programmed a pair of apps allowing an iOS device to be used as a wireless trackpad on Windows computers.
- Used the C# programming language, Win32 API, Unity Game Engine, TCP and UDP sockets.

Mobile Game Development | 2018

- Developed and published a mobile game, *Blocko*, to the Google Play Store.
- Used the Unity game engine and C# programming language.
- Used vector graphics program Inkscape to create game art.
- Link: <https://play.google.com/store/apps/details?id=com.WilliamHaslet.Blocko>