

William Pring

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WilliamPring (GitHub)

SUMMARY

- Experience in working with communication protocol such as TCP/IP and UDP
- Developed a Trivia Application in C# with MySql database backend
- Developed a Checker and Robot Game on the Windows Phones and Tablet in XAML/C#
- Implemented Data Structures in C (Linked/Double Linked List, Hash Table, Quick Sort)
- Replicated Windows's Mystify and Paint programs in C#
- Designed and follow best OOP concepts such as Polymorphism, Inheritance, Encapsulation
- Designed projects using the MVC Architectural Pattern and Three-tier Architecture
- Has experience in programming in languages such as C, C++, C#, SQL, ARM Assembly, HTML5, CSS, JavaScript, PHP, ASP .NET, XAML, Java (Android)
- Managed a project in a scrum mythology for a Software Quality Class term project
- Experienced in designing and implementing ER/EER diagrams, Class Diagrams, Crude Tables, UML Diagrams, Use Case Diagrams, Relations Diagram, WBS and Gantt Charts

ACCOMPLISHMENTS

- Placed 1st in Conestoga 2015 4 x 4 Challenge
- Won the Conestoga Center for Entrepreneurship - New Venture Opportunity Prize
- Placed 2nd "Code to Win" for Conestoga College's preliminarily round
- Represented Conestoga College in "Code to Win" Final
 - Place in top 40
- Invested in stocks publicly traded on the stock market and was able to maintain an average return rate of 5% in each Fiscal Year

WORK EXPERIENCE

Senior Hardware Technician

2015 - Present

Conestoga College, Kitchener, Ontario

- Trained Junior Hardware Technicians of the day to day activities, where I developed communication and leadership skills
- Demonstrated organization skills by managing network system throughout the college's campus
- Demonstrated quick problem solving by solving hardware and networking related issues for campus
- Developed communication skills through interacting and fixing staff and student related computers issues

Junior Hardware Technician

(Summer 2015)

Conestoga College, Kitchener, Ontario

- Set up projectors as a part of the Digital Video Projector Crew where I further developed my teamwork skill
- Communicated with the Digital Video Projector Crew in setting tasks and managing schedules, where I established a better understanding on the importance of communication and punctuality
- Helped maintain an updated inventory for school's computers, monitors, keyboards and mouse warranty, which allowed me to hone my organizational skills

EDUCATION

Software Engineering Technology, Co-op Program 2nd Year

2014 - Present

Conestoga College, Kitchener, Ontario

- Currently maintaining a 3.64 GPA
- Expected graduation year 2018

PROJECTS

FocalPoint:

- FocalPoint is a mobile and web application alternative to the iClicker product line and its mobile competitors.
- It provides as much data and usage statistics back to the teachers as possible.
- It a cheap interactive, affordable way to allow students to better interact with their classes

Library (GitHub):

- Generic Deck Library in C++
 - Generic 52 card deck with supporting function
 - Dealing Cards, Discard Cards function
 - Implemented different shuffle functions
 - My own Fisher Yates Shuffle
 - Established a Wrapper Library so it can be compiled and used in C#

Logisim Projects (GitHub):

- Created a State Machine
 - Recreated a pop machine and its states (State Machine) and a “return money” button
- Created a Mini CPU
 - Included an Add, Subtract and Branch functionality
 - Created a FSM, MAR, PC, ALU, Mux

REFERENCES

Available upon request.