

William Gilicinski

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Objective

Software engineer internship opportunity for May - August 2024, utilizing technical skills such as programming, version control, and working with other team members.

Qualifications

- Experienced in Java, React (Java Script & Typescript), WebGL, C, C#, SQL, ASP.NET, Docker, and MATLAB
- Experienced with agile workflow and version control via Git with hosting on Github and Azure DevOps
- Coursework: Analyzing run time, data structures, interfaces and abstract classes, programming languages, etc
- Software: VS and VS Code, Unity, Bitbucket, Eclipse, Azure DevOps, and MATLAB

Education

- The Ohio State University, Columbus Ohio
 - Fall 2020 to present
 - B.S. in Computer Science and Engineering, Expected graduation December 2024
 - Recipient of Trustees Scholarship, Dean's List; 3.573 cumulative GPA

Work Experience

Flairsoft, Columbus Ohio

Software Intern, Summer 2023 - Full time

- Used ASP.NET to create a web interface that took users' address data and daisy chained called multiple address validation APIs for a right of way software solution
- Worked with another intern and a supervisor using Azure DevOps and Microsoft Teams

RxMinder, Dublin Ohio

Software Intern, Summer 2022 - Full time

- Used React JS and TS for the front end, MariaDB, MYSQL, and Node JS for the back end to help create a reminder service designed to alleviate the medical adherence problem
- Worked with a small team of senior devs using version control with Git and hosted on Bitbucket

Donatos Pizza, Powell Ohio

Opening Associate, Summer 2021 - Full time

- Partook in daily operations of creating pizzas, cleaning, order taking, and various other tasks

Academic Software Projects

- Video Game
 - Created a space game with levels, upgrades, UI, Music, and more in a team of seven students. Won best game overall and most fun that semester. It is being worked on outside of class for an official release.
 - Recreated Dungeon Level: 1 from *The Legend Of Zelda* with a team of six using C# and Monogame
- Unity Pirate Scene
 - Created a scene in Unity with a cloth simulation, Gerstner wave shader, and other effects in Unity

Activities and Interests

- C-row Assist. Squad Leader in The Ohio State Marching Band (TBDBITL), 2022-2024
- 3rd Trumpet in OSU Jazz Lab Big Band (2021-2022) and Workshop Big Band (Spring 2023)
- Active Member of OSU Longboard Club
- Eagle Scout: Troop 117 of Dublin OH, March 2020

