**WILLIAM ZYCINSKY IV**

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[LinkedIn](https://www.linkedin.com/in/william-zycinsky-iv/) [GitHub](https://github.com/WilliamZycinskyIV)

A results-driven fresh graduate with hands-on professional experience looking for a full-time software engineering role.

Magna Cum Laude 2024. Member of Computer Science Honor Society.

**TECHNICAL SKILLS**

**Programming Languages:** Java, JavaScript, C++, C#, Python, HTML, CSS, SQL, Mongoose

**Methodologies**: Scrum and Agile Development

**Frameworks / Tools:** Angular, React, MySQL, Django, Selenium, Flutter, SQLite

**Soft Skills:** Active listening, ability to work within a team, ability to show initiative and leadership

**PROFESSIONAL EXPERIENCE**

**Intern/Part Time Junior Developer, Spinberry, Sept 2022 - Mar 2024, UK**

An international gaming company with a portfolio of games powered by own game engine. Working 20 hours a week, enhanced and fixed defects in automated web scraping that allows the company to understand menu positioning of their products and correlate them to financial metrics.

* Developed an automated web scraping algorithm to determine game positioning across ~1000 websites with python and selenium. Primarily enhancing algorithms to deal with exception cases across operators.
* Generated reporting data for game positioning.
* Analyzed and presented weekly data analytics, etc.
* Manual UX testing of games. Followed test scripts and logged defects in testrail.
* Attended trade shows and worked the company booth explaining the products to potential customers.

**Developer, Upwork, March 2023 – now, USA**

Various short-term development projects, including:

* Comic/Hobby Store Inventory Tracking Website (Angular): Allowed the store to track their inventory and generate basic reports. Dynamic customizable layout by user. Front-end support for web and mobile.
* Various small business projects
  + Website customization and refactoring
  + Report generation
  + Data export to excel/csv

**EDUCATION**

Bachelor of Science, Rowan University, 2024

Major: Computer Science, GPA of 3.7 (national average 3.3)

Concentration: Software Engineering

**Academic Achievements:** Upsilon Pi Epsilon (International Honor Society for the Computing and Information Disciplines), Dean’s List (Exceptional Grades Semesters):

Fall of 2023, Spring of 2024.

**HOBBIES**

Woodworking, Cooking, Blacksmithing, Drumming