

Bill Matthew Pansacola

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EXPERIENCE

WeCare Insurance, Omaha, NE

Sept. 2020 - Dec. 2020

Software Engineer Intern, Backend Developer

- Developed a web scraping system to automate the retrieval of auto insurance information from various insurance carriers using Java and Selenium WebDriver
- Utilized MySQL databases to store insurance data and collaborated with other SWE Interns to manage database schemas
- Led a team of 4 engineers in testing and optimizing our web automation system
- **Stack: Java, SQL, Selenium**

Mga Kapatid, Filipino American Student Organization at UC Davis, Davis, CA

President, Executive Committee

May 2019 - May 2020

- Oversaw a board of 21 individuals, conducted weekly board meetings, and created weekly agendas
- Facilitated events for over 100+ general members through the school year, aimed for exploring cultural identity, issues in the Filipino Community, and networking with other members

PROJECTS @ <https://github.com/billpansacola/projects>

Collaborative Spotify Playlist

2020

- Developed a web application to collaboratively interact with user's Spotify devices, play songs, and form playlists
- Built application using JavaScript, HTML, CSS, and leveraging the Spotify Web API, RESTful APIs, and OAuth
- Implemented chat room functionality supporting multiple users using the Socket.IO library
- **Stack: JavaScript, HTML, CSS, OAuth, Socket.IO, Node.js**

Blockchain

2020

- Implemented a basic Blockchain using a Proof of Work mining algorithm, validation between all components in the Blockchain, a database serving the blockchain and pending transactions, and utility to publish RSA-signed transactions.
- Built application using Python, the OpenSSL and Requests library, and Flask web framework
- **Stack: Python, Flask**

Super Breakout

2019

- Developed the iconic game to understand Agile software development practices and Object-Oriented Programming design concepts
- Incorporated additional features non-existent in the base game, such as falling debris and exploding blocks, to increase interactions between the player and the game
- Built Android application using Java, and leveraging the Android API to construct the UI
- Worked together with a team of 4 developers using Git to manage workflows
- **Stack: Java, JUnit**

SKILLS

Languages: Java, C++, JavaScript, HTML, CSS, Python, Golang, R, SQL

Frameworks: ReactJS, Node.js, OAuth, Express, JUnit, Selenium, Flask

Databases: MySQL

EDUCATION

B.S. Computer Science, University of California, Davis, Davis, CA

June 2020