William Moore

Bloomington, IN
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Education

Indiana University / Bachelors' of Science in Computer Science
Minors in Business and Math, 3.9 GPA
August 2020 - May 2024 (Expected), Bloomington, Indiana

Experience

Advance Auto Parts / Decision Science Intern
June 2023 - August 2023, Remote
- Wrote SQL and Pandas scripts to analyze and organize data
- Interacted with AWS EC2 systems to manage data
- Presented and made recommendations to executives including the VP of Data Science

Daxko / Software Engineering Intern
June 2022 - August 2022, Remote
- Developed a dashboard to improve sprint cycle efficiency by analyzing and displaying ticket data
- Worked directly with a development team in an Agile workflow
- Investigated JIRA Restful API authorization issues within the company

IU Bloomington / Undergraduate Instructor, Intro to Software Systems
January 2022 - May 2022, Bloomington, Indiana
- Co-instructed computer science labs with professor and other instructor
- Held staff meetings to prepare for the following week's lab
- Hosted virtual office hours for students to get more personalized help

Cook Medical / IT Support Clerk
May 2021 - July 2021, Bloomington, Indiana
- Upgraded electronic workstations
- Documented current and future workstation changes
- Responded to the needs of end users

Technical Skills

- Experience with HTML, CSS, Kotlin, Python, Java, JavaScript, C, C#, and SQL, as well as multiple libraries like Bootstrap, Chart.js, Canvas.js, Pandas, and jQuery
- Familiarity with multiple IDEs, including IntelliJ, Visual Studio, Visual Studio Code, and PyCharm
- Knowledge of various development tools, such as Confluence, cURL, Postman, and Snowflake
- Ability to work with ticketing systems like JIRA/Atlassian to manage workflows

Projects

- Daxko development dashboard, using various JavaScript libraries, JIRA API calls, and json indexing
- Connect-4 AI solving program using minimax algorithms and multiple heuristics, coded in Python
- Business Data Analysis of Advance Auto profit margins and purchasing habits, broken down by location
- Developed a PC game, Conquering Ciros, with a team of artists and programmers, and released it on Steam