Bill Woodward

FULL STACK DEVELOPER GRADUATING DEC. 2024

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Objective

Motivated software developer with a solid background in frontend technologies and a passion for 3D graphics. Seeking to contribute to innovative projects and further develop my skills at a forward-thinking company.

Education

California Polytechnic State University-San Luis Obispo	**2020 – Dec. 2024**
BS Computer Science	
Seattle Preparatory School	**2016 – 2020**
High School Diploma	

Skills & abilities

Web Development · Computer Graphics · Mobile Development · Figma · Backend Development · Git · Public Speaking · 3D Modeling · Video Production

Projects

PackBike *(Website)*   **August 2024 – October 2024**

• Developed a full-stack web application using React and Firebase to streamline gear management for bikepacking enthusiasts.

• Integrated Firebase Authentication for secure user account creation and Firestore for managing persistent data storage.

• Conducted iterative design improvements based on user feedback to enhance usability across both desktop and mobile devices.

Playlist Pursuit *(GitHub)*   **January 2024 – August 2024**

• Produced a cross-platform mobile application using Flutter to act as a custom player for Spotify.

• Utilized databases under Firebase to allow for online multiplayer and efficient data storage.

• Used secure authentication to connect to Spotify and access their API.

Manchot's First Flight *(Webpage)*   **April 2024 – June 2024**

• Contributed to development of a game engine in C++ utilizing OpenGL and GLFW.

• Created custom assets to be featured in a 3D game, playable on MacOS, Windows, and Linux.

Rogue Toolkit *(GitHub)*   **May 2023 – May 2024**

• Developed custom features for Blender 3D, addressing specific industry needs with a focus on automating complex and time-consuming tasks.

• Streamlined animation workflows, significantly reducing manual effort and boosting efficiency in production environments.