Permanent Address: **William C. Baskin IV ("Buck")**   Local Address:

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Glastonbury, CT 06033   Email: mobile.wbaskin@gmail.com   Cleveland, OH 44106

Github: github.com/buckbaskin

Education:

Case Western Reserve University, Cleveland, OH   GPA: 3.93

B.S. Computer Science and M.S. Mechanical Engineering, Class of 2017

Employment:

Software Engineering Intern – Google   Summer 2016

- Developed Java server infrastructure for Google Maps user facing products
- Designed and Implemented a code generation system with JavaPoet and Dagger to increase developer efficiency and velocity

Software Development Intern – Flashstarts Startup Accelerator   Summer 2015

- Developed Node.js and AngularJS full stack web app as lead developer
- Built Ruby on Rails application in a fast paced business environment
- Created real-time messaging and notification system

Team Software Lead – Biorobotics Lab   Fall 2014, 2015

- Part of the Institute of Navigation Autonomous Snowplow Competition
- Software Development Lead for planning, localization, and navigation
- Developed new coverage planning and reinforcement learning control algorithms

Intern – Silicon Turnkey Express (mechanical/computer engineering)   Summer 2014

Current Projects:

The Insight Project – Social Engineering via the Twitter API

- Automate access to the Twitter API to create a user engagement fingerprint
- Built microservice architecture with Flask Python framework for analysis, visualization
- Collaboratively filter tweets to guide follower growth, tweet visibility and engagement

MyPy – Static Type Checker for Python   github.com/python/mypy

- Open source type inference and checking software built to integrate with Python 2 and 3
- Deliver solutions to bugs and other development issues as well as documentation

Relevant Skills:

Python, Javascript, Node.js, Java, Git, Robot Operating System (ROS)

Relevant Coursework:

- Introduction to Artificial Intelligence
- Algorithmic Robotics (Master's)
- Programming Language Concepts
- Algorithms
- Intro to OS, Concurrent Programming
- Game Theory