

Permanent Address:
57 Hunter Lane
Glastonbury, CT 06033

William C. Baskin IV (“Buck”)

Phone: 860-593-4714
Email: mobile.wbaskin@gmail.com
Github: github.com/buckbaskin

Local Address:
1665 E. 115 St. #355
Cleveland, OH 44106

Education:

Case Western Reserve University, Cleveland, OH GPA: 3.93
B.S. Computer Science and B.S.E. 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 web app with the Flask Python microframework for analysis, visualization
- Collaboratively filter tweets to guide follower growth, tweet visibility and engagement

Parakeet Localization – Robotics SLAM with a 360 degree camera

- Leverage ROS, Python to create a SLAM algorithm based on a 360 degree camera
- Apply Simultaneous Localization And Motion to combat real world sensor issues

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