

BUG WILLIAMS

CONTACT INFORMATION

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EXPERIENCE

CurAegis • iOS Engineering Intern Summer 2020

iOS software engineer. Rebuilt the entire front end of Trana, an in-production wellness application using Swift. Worked in an agile environment with UIKit and WatchKit.

WillowTree • Software Engineering Intern Summer 2019

iOS software engineer. Worked on a medically-related in-production iOS app, as well as led an intern-run iOS project. Worked in a small, focused team in an Agile environment. Coordinated with design teams, QA, testing, and customers to ship an application for internal use. Used Swift, JavaScript, and FireBase. Created production ready code repositories.

Payble • Software Engineer & Designer Spring 2019

Web engineer and UX designer. Worked on investor presentations, interviewed over 200 users and members of the company's target audience, audited UX for the company's apps, and worked with React Native.

Bug Williams' Design Summer 2018

Freelance. Worked 1-on-1 with clients to design websites, advertisements, and desktop software.

Contrast Security • UX Design Intern Summer 2016

Worked as a UX designer in a DevOps environment. Designed the company's iOS app, optimized their website for responsive design, and conducted UX review meetings.

SKILLS

Proficient • DevOps, Agile, Swift, SwiftUI, Java, Python, Git, HTML/CSS/SCSS, iOS Dev., Web Dev., UX/UI Design

Familiar • Javascript, React, C#, C, Unity, UE4, HTTP, Low-Level Programming, Linux Architecture, Networking

ACTIVITIES & ORGANIZATIONS

- BrickHack4 Hackathon 2018 & 2019
- RIT Computer Science House 2017-2018
- RIT Overwatch Esports Team 2017
- Bitcamp Hackathon 2017
- Taught Swift & iOS Coding Class 2014

EDUCATION

Rochester Institute of Technology • Rochester, NY

Pursued a Bachelor of Science in Web & Mobile Development
Enrolled full-time for 4 years.
3.4 cumulative GPA.

PROJECTS

QuoteJar • apps.apple.com/us/app/quotejar/id1460295474

An iOS app for sharing quotes to your friend groups. Built during the BrickHack 5 hackathon in Swift. I designed the front end and helped code the iOS app.

Make-N-Share • github.com/MatthewMartino/MakeNShare

A web app for crowd-sourced 3D printing. Responsible for the front-end of the app, using fully custom HTML and CSS. Built alongside a team of 3 other people during the BrickHack4 hackathon.

NIKHEDONIA • github.com/bug-williams/NIKHEDONIA

A turn-based strategy game for iOS based on the board game Go. Implemented with the SpriteKit framework and a Model-View-Controller structure.

Rock, Paper, Scissors, RUSH!

An iOS game developed in Swift as a personal project, and published in the App Store. Learned about many core iOS development concepts, such as core data and auto-layout constraints.

TrailHub • devpost.com/software/trailhub

A web app for planning camping trips with friends. Designed and built the front-end. Worked on it with a team of people during Bitcamp 2017.

VIEW MY WORK

Website bugwilliamsportfolio.com

GitHub github.com/bug-williams

Dribbble dribbble.com/bug-williams