William Etienne Begert

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EDUCATION

UNIVERSITY OF PORTLAND   Portland, OR
Bachelor of Science   *May 2013*
Major: Computer Science, Minor: Mathematics

TECHNICAL SKILLS

- **LANGUAGES:** Java, Python, HTML, CSS, Javascript
- **OPERATING SYSTEMS:** Windows, Android, Linux/Unix
- **IDE/APPLICATIONS:** Android Studio, Eclipse, GitHub, Visual Studio, Notepad++

PROFESSIONAL EXPERIENCE

CODING WITH KIDS   Redmond, WA
Instructor   *Aug 2015 – Present*
- Instructing diverse groups of students in coding skills at a number of schools in the greater Seattle area.
- Helping students in learning centers advance their programming skills by building projects and learning advanced programming concepts.
- Planning and preparing for split level classes of differing sizes, grades, and skill levels.

Lead Curriculum Developer
- Completing detail oriented technical writing for lesson plans, design documents, and program overviews.
- High level of both individual and team-oriented work with other curriculum developers and management to complete deliverables on a set time table.
- Organizing an overall plan or direction for developing curriculum to use in multiple programs including after school, center, and camp programs.
- Implementing goal-setting for what to accomplish each week, keeping management in the loop regarding tasks and setbacks.
- Effectively managing a team of dedicated curriculum developers and assigning tasks based on priority and skills of individual contributors.

Team Lead
- Coordinating a team of instructors to ensure all instructors are kept up to date with company news and other important changes.
- Organizing a safe environment to facilitate team discussions to solve any problems with classroom management that were encountered in classes, giving advice to newer instructors.
- Guiding new instructors through how to approach preparations for a class and what is expected of them going into a class.

THE BEAR CREEK SCHOOL   Redmond, WA
AP Computer Science Instructor   *Jan 2016 – Present*
- Planning out curriculum for high school students in a high-level computer science course.
- Teaching high level programming concepts, such as algorithms and recursion, using Java.

MILL CREEK FAMILY PRACTICE   Mill Creek, WA
IT Support   *Jun 2009 – Dec 2016*
- Installed new workstations and networking equipment to replace out of date models and improve efficiency.
- Updated software on workstations creating desktop standardization, ensuring a smooth transition from paper to electronic medical records.
- Assisted with the clinic-wide implementation of a new Electronic Medical Records system, Centricity.
- Trained employees in the use of Centricity EMR increasing the overall accuracy and speed of data entry.
- Troubleshooting of issues with Windows, Centricity, printers, scanners, and fax machines.
- Established new practices with management for updating and maintaining network security and integrity.

Billing Clerk
- Audited and documented payments from insurance companies as well as individual patients.
- Corresponded with insurance companies to ascertain the status of claims.
- Analyzed and organized financial data to determine remaining credits and balances on patient accounts.

Medical Receptionist

- Welcoming and greeting patients in person or on the phone in a helpful and friendly manner.
- Registering new patients and updating existing patient demographics by collecting personal and financial information.
- Exercising problem-solving and conflict resolution skills when handling patient complaints.
- Serving as a liaison between patients and doctors, billing, and administration.
- Encouraging questions about established work practices and reworking health forms to reflect an ever changing health care environment.

UNIVERSITY OF PORTLAND NEWSPAPER, THE BEACON   Portland, OR
Website Editor   *Aug 2012 – Jun 2013*
- Maintained website by editing, proofreading, and uploading newspaper articles and multimedia online.
- Coordinated with a large group of designers, editors, and writers to release articles on the website on time.

PROJECT EXPERIENCE

CURRICULUM DEVELOPMENT   *2015-Present*
- Developing more than 2 years of separate curriculum for after school programs, center programs, and camps.
- Designing and implementing projects using various programming languages including Scratch, Python, HTML, CSS, JavaScript, and Java.

ANDROID – Game   *2012-2013*
- Teamed up with another student to create a game for deployment on the Android market
- Used Eclipse with the Android SDK plug-in.
- Learned and followed Android programming standards of programming and app appearance.

PYTHON – HIV DNA Sequence Comparison   *2011-2012*
- Led a group of three students with different backgrounds (programming, mathematics, biology) to analyze HIV strains around the world and compare their DNA to each other to determine inter-relatedness, age, and descendancy.
- Programmed the entire DNA sequencing and comparison program on my own, while team mates primarily focused on the analysis and written report.
- Utilized small modules of code that were built throughout the year, integrated them together to achieve the final program.

C++ – Graphic Design Project   *2012-2013*
- Designed a small, maneuverable world using C++ which contained interactive objects
- Programmed with C++ using the OpenGL library in Visual Studio.
- Manipulated lighting, pixel orientation, and performed x-y-z dimensional analysis in OpenGL to achieve movement and navigation.

HTML/CSS/ChucK – Senior Design Project   *2012-2013*
- Formed an interdisciplinary group of mechanical and electrical engineers and computer scientists to create a prototype Sound Wall, for single performing artists to enhance their live performances in environments that did not positively enhance performance sounds.
- Learned the ChucK programming language and implemented an audio analysis program to record live sound, filter background noise out and normalize the sound, then output the filtered signal to speakers to create an artificial reverberation and enhanced sound quality that would not otherwise be present.
- Programmed and maintained a project website using HTML, CSS, and JavaScript, keeping it updated with project information and progress.
- Integrated all of the deliverable hardware and software components of the project to create and demonstrate a working prototype before an audience.