

William Bradley Durney

wdurney@wesleyan.edu | 781-820-2610

5 Vine Street, Middletown CT 06457 | 112 Otis Street, Medford MA 02155

Education

Wesleyan University *Middletown, Connecticut*

May 2014

Bachelor of Arts Candidate

Major: Computer Science

GPA: 3.68

Medford High School *Medford, Massachusetts*

June 2010

Work Experience

Wesleyan University Teaching Assistant – Computer Science I, *Middletown, Connecticut*

Fall 2012 – Present

Duties include running semiweekly help sessions, grading student assignments

Phase One Consulting Group APHIS Intern, *Alexandria, Virginia*

Summer 2013

Worked to maintain web applications for the USDA's Animal and Plant Health Inspection Service;

Duties included troubleshooting, analyzing server vulnerabilities, and application monitoring

iRobot Corporation Information Technology Intern, *Bedford, Massachusetts*

Summer 2011 & 2012

Duties included resolving corporate Helpdesk tickets, configuring computers for new employees,

recovering data from corrupted hard drives, writing scripts to simplify repetitive Helpdesk tasks

Facing History and Ourselves Information Technology Intern, *Brookline, Massachusetts*

Summer 2008 & 2010

2008 duties included upgrading laptop memory, testing software on Linux operating systems;

2010 duties included configuring Netbooks with company software

Website and App Development

JòòMah: Africa's Professional Network Front-end Developer, *joomah.com*

Fall 2013 - Present

Duties include implementing designs and creating pages for web startup

Bajigga: The Collegiate A Cappella Network Co-creator, Lead Developer, *bajigga.com*

Spring 2012 - Present

Developed a social network for collegiate *a cappella* groups; still expanding / improving

Duties include front- and back-end web development, database administration

Wesleyan University Mobile App Developer, *Wesleyan University*

Fall 2013

Duties included designing, creating, and styling pages of a cross-platform mobile application

FOSS Tutorial Tutor, Developer, *Wesleyan University*

Spring 2012 & Fall 2012

Worked on YUI gallery module in the Spring;

Led group tutorial on back-end web development in the Fall

Maze Quest Creator, Developer, *mazequestgame.com*

Fall 2010 - Present

Created a grid-based adventure puzzle game based on interactions between unique elements;

game currently has 180 levels and has been downloaded 3000+ times; still expanding / improving

Skills and Activities

Programming Languages: Java, Python, ML, Agda, JavaScript, VBScript, PHP, Verilog, x86 Assembly

Technologies & Frameworks: HTML5/CSS3, MySQL, SQLite, jQuery, YUI, Git, Vim, Windows/Unix

Creative Software: Adobe Photoshop/Illustrator/Premiere/Flash/Soundbooth

Other Interests: Member of collegiate *a cappella* group, acting/directing roles in musicals and plays since 2006