William J. Gushée

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EDUCATION

University of Michigan - Ann Arbor
Bachelor of Science in Engineering in Computer Science *Expected graduation: May 2024*
Current GPA: 3.691/4, Computer Science GPA: 3.783/4
Coursework: Data Structures and Algorithms, French, Machine Learning, Game Development (In Progress), Natural Language Processing (In Progress), Leadership Development, Entrepreneurship

SKILLS

Languages / Tools: C++, Unity, C#, Python, Kotlin, Swift, SwiftUI, CAN (j1939), MQTT, JavaScript, C, SQL, HTML, CSS
Concepts: Object Oriented Programming, Composition, Polymorphism, App Development, UI/UX, IoT, Web Systems

PROJECTS

Elemental Unity **October 2023**
- Designed small, original video game in Unity within a 2 week timescale, striving to create interesting decisions, provide good player guidance, and create an experience with immersive depth, despite implementing simple and intuitive mechanics

WardrobeWise **August 2023 - Present**
- Designing in Figma and implementing an iOS app in Swift to utilize NFC tags to bring data driven insights to personal fashion, helping users better declutter their lives and understand the financial and environmental impacts of their closet

NLP Emotion Predictor **April 2023**
- Implemented log-likelihood model to train a Python program to identify emotions present in the content of Reddit posts, training on a dataset of tens of thousands of posts

EXPERIENCE

Stellantis **Auburn Hills, MI (Remote)**
Software Engineering Intern *May 2023 - August 2023*
- Independently built an app from POC to MVP stage, leveraging Kotlin development and MQTT cloud communication to develop a mobile app intended to allow Maserati passengers to wirelessly modify their vehicle settings
- Remotely collaborated with a fellow intern to develop a data-driven, IoT in-vehicle feature to present in a marketing pitch to a diverse panel of Stellantis engineers
- Utilized Construct 2 game development engine to refactor third-party mobile games for in-vehicle entertainment within an Agile, globally distributed team of software engineers

The Michigan Daily **Ann Arbor, MI**
Web Developer *September 2022 - February 2023, August 2023 - Present*
- Leading the maintenance of the Michigan Daily's crosswords project, participating in continuous improvement, code reviews, and constant ideation to deliver a polished, enjoyable crossword implementation to serve the Daily's clientele
- Using React, Svelte, and Javascript to implement special projects in various departments for the Michigan Daily, interacting with other sections to realize their visions for data graphics, limited websites, and more

Miller Electric Mfg. **Appleton, WI**
Software Engineering Intern *June 2022 - August 2022*
- Designed and built a Python computer application used to monitor machine components during stress testing, allowing employees to diagnose and troubleshoot errors on over 5000 machines, saving thousands of hours of labor
- Defined the logic and implemented embedded C++/C code for a piece of hardware found in new Miller machines to be built in early 2023
- Worked with mechanical and electrical engineers to discuss shortcomings of current Miller machines, coming up with a software solution which made Miller machines more reliable in extreme climates and helped them conform to EPA standards

University of Michigan Recreational Sports Department **Ann Arbor, MI**
Membership Services Associate *August 2021 - May 2022*
- Provided customer service and sales operations, reaching about 50 customers per shift, renting out sports equipment and assisting customers around the facility
- Enforced changing university policies regarding COVID-19, and ensured safe practices in the gym, allowing it to stay open even with surging COVID cases at the university

ADDITIONAL EXPERIENCE

Activities: University of Michigan Men's Rowing Team (September 2020 - June 2021)
Study Abroad: Prague (Feb 2023- May 2023)