P. WILLIAM HOZIER

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EDUCATION

UNIVERSITY OF MASSACHUSETTS AMHERST; AMHERST, MA — B.S. CS, FALL 2016
Undergraduate Major Concentration: Software Engineering
Current In-Major GPA – 3.14

RELATED COURSE WORK

- Software Engineering
- Computer Systems Principles
- Usability
- Web Programming

LANGUAGES & DEVELOPMENT TECHNOLOGIES
Python, JavaScript, Node.js, Express.js, Objective-C, Java, C, PostgreSQL, Scala, HTML(5), CSS(3), git, Perl

SOFTWARE ENGINEERING EXPERIENCE

PRODUCT & SOFTWARE INTEGRATION INTERN, CATCHPOINT SYSTEMS; NY, NY — 2015

- Participated in the design, development, and testing of features and products.
- Spearheaded a team-based project with Splunk Corporation with an ambitious completion date of five weeks.
- Integrated Splunk Enterprise platform with Catchpoint Systems. The application automated ingesting data and the creation of visualizations across the data's index – marrying the value of Catchpoint with that of Splunk.
- Created requirements documentation describing software systems in development.
- Developed Ad-block Detection as a JavaScript extension to the product which analyzed the impact of an ad-blocker on revenue or site load time.
- Designed the Perl Script for Test API as an integration solution and proof of concept. The solution was aimed at showing the client how Perl could authenticate against the API.

DEVELOPED PROJECTS

TELEPHONE, AN OBJECTIVE-C IOS APPLICATION — 2015

Described as a play off of the childhood game 'Telephone', this social iOS application is written purely in Objective-C and focuses on locally connecting people through crowd-sourced messages.

RESTFUL_API, A PYTHON WEB-SERVICE — 2015

A RESTful API communicating with PostgreSQL and written to support the back-end functionality of the iOS Telephone social application.

STUDYBUDDY, A NODE.JS/EXPRESS.JS WEB APPLICATION — 2015

Aims to ease unnecessary stress associated with higher learning by bringing together students who seek study partners.

TIC-TAC-TOE, AN ACADEMIC PROJECT IN SCALA — 2014

Implements methods of a class called 'Game' to determine which player will win. Based on the minimax algorithm and written in Scala.

COLLABORATIVE EXPERIENCE

WRITING FELLOW, QUINSIGAMOND COM. COLLEGE; WORCESTER, MA — 2013 - 2014

- As a writing fellow, I instructed History students on the fundamental aspects of the writing process.
- As an English and Writing peer tutor, I engaged students to develop beautifully thought-out, structured ideas through words written or spoken.