
Bill Marcy

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PROJECTS

[Playtree](#)

Create and play non-linear music playlists with random branching, looping, and multiple playheads ([Remix](#), [React](#), [Go](#))

[Entale](#)

Open-world game with autonomous agents the player can freely talk to using a robust, non-LLM language system ([Unity](#), [C#](#))

[BAGH](#)

Turn-based game built using the Discord API ([Go](#), [Discord API](#))

EXPERIENCE

CUNY Research Foundation - *UX Engineer*

AUGUST 2023 - MAY 2024

- Led requirements gathering interviews with clients for new energy reporting application ([Notion](#), [Miro](#))
- Designed mockups and interactive prototypes ([Figma](#))
- Interfaced with development team to scope proposed features

CUNY Research Foundation - *Software Engineer*

AUGUST 2021 - AUGUST 2023

- Worked with stakeholders to maintain the front end for BEMA, an energy modeling application ([TypeScript](#), [React](#), [Redux](#))
- Expanded unit test coverage ([Jest](#))
- Spearheaded usability testing initiative for BEMA, implemented new features arising from user testing sessions

EDUCATION

Brown University - *M.A. Philosophy*

SEPTEMBER 2017 - MAY 2018

- **Relevant Coursework:** *Conditionals, Topics in General Artificial Intelligence*

Brown University - *B.A. Philosophy*

SEPTEMBER 2013 - MAY 2017

- **Relevant Coursework:** *Integrated Introduction to Data Structures, Introduction to Computer Systems, Grounded Language in Robotics, Advanced Deductive Logic*
- **Head TA** of *Integrated Introduction to Data Structures*