WILLIAM
WILLDEN

wwillden@outlook.com ✉
(208) 243-7363 ☎
https://www.linkedin.com/in/wwillden 🔗
https://github.com/lights-a5 🔗

EDUCATION

B.S. in Software Engineering | Brigham Young University - Idaho
APRIL 2011 – AUGUST 2019

Subjects of Study:

- Wide Variety of Programming Languages
- Project Management Tools and Methodologies
- Collaborative Software Development
- Test Driven Development

EXPERIENCE

Web Developer | Prometheus Group (PG)
JULY 2022 – CURRENT

Led development for the PG's Analytics product. The frontend was done in React and the backend was done in Java 8 and Spring Boot with PSQL as the database. Worked with a team of data analysts and clients to determine features/bug fixes needed. Used a combination of Gitlab workflows, Docker, and Webpack to create deliverable products. Started conversion of code from Javascript to Typescript. Instantiated a frontend testing framework for higher confidence in code.

Junior Software Engineer | DKW Communications
SEPTEMBER 2020 – JUNE 2022

I improved the flight simulator experience for Marines by modifying code as bugs were found and as improvement opportunities were identified. Worked with a team of other software engineers to improve project flow by transitioning to Git for version control. All development work was done using C++ and other Linux based developer tools such as Grep and Make.

Junior Test Analyst | Charter Communications
JANUARY 2019 – MARCH 2020

Tested Billing Software to ensure a successful merge of different companies into one overarching billing system. All testing was done manually with Postman and work was collaborated with developers using JIRA and ALM.

Software Engineer Intern | EZ-NetTools
JULY 2017 – APRIL 2018

Developed software using Python that allowed EZ-NetTools to help businesses transfer from an old and outdated proprietary system to something based off WordPress. Helped maintain legacy code in Perl to help customers transition to the new WordPress platform. Also advised in developing the EZ-NetTools Plus Android App which assists businesses in sending reminders to customers to review their services.

SKILLS

- Languages: Javascript, Java, Kotlin, Typescript, C++, C#
- Frameworks: Node, React, Android
- Databases: Postgres, MySQL, Oracle
- Other Experience: JIRA, Linux, Docker & Containers, Test Driven Development

ACTIVITIES, PROJECTS, AND RESPONSIBILITIES

- Missionary for the Church of Jesus Christ of Latter-Day Saints in Brazil (2009-2011)
  - Give service to those in need
  - Learn and speak Portuguese
  - Communicate beliefs succinctly and effectively
  - Account for hours and work progress to leaders
- President of the local ACM chapter of BYU-Idaho (April 2018 – July 2018)
  - Organize meetings
  - Build people's interest in learning about computers
  - Led people in learning new technologies
  - Ran first University Game Jam
- Nebula Gladiator Project
  - A 3D game made in Unity and C#
  - Worked with over 20 other students in other departments on campus including the Art, Music, and Communications departments.
  - Produced a functional prototype using assets produced with other people.
  - Communicated with tools such as video conferencing and Kanban.
- Magic Vision Project
  - Self-motivated project in C# and using Computer Vision to make a program that can identify Magic: The Gathering cards with a camera and organize them into lists.
  - Researched tools such as Perceptual Hashing and OpenCV to accomplish image identification.
- Arena: Read the Field Clearly
  - Twitch Extension that reads a log and displays information on a stream that gives more information about the current Magic: The Gathering game.
  - Node.js for Backend Server and Vue.js for frontend.