

PHILLIP WILLIAMS

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EDUCATION AND HONORS

Duke University, Pratt School of Engineering – Expected Graduation: December 2025
B.S.E. in **Electrical & Computer Engineering** and B.S. in **Computer Science**

- ❖ Received **A. James Clark Scholarship for Engineering and Entrepreneurship** and the **Sky Polega Scholarship**.
- ❖ Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Circuits, Signal Processing & Systems, Microelectronics (Transistors), Networks (implementing Routers, Clients/Servers), Databases (implementing PostgreSQL queries & API endpoints in Flask), Software Engineering.

SOFTWARE AND TECHNICAL SKILLS

- ❖ **Software:** Java, Python, Typescript, C, C++, Unity (C#), HTML/CSS, Assembly, Git, Django, LaTeX
- ❖ **Hardware:** Arduino, Fusion 360 (CAD), Logisim, Ultimaker Cura, Meshmixer
- ❖ **Programs:** Adobe (Photoshop, Premiere Pro and After Effects), SGO Mistika VR, Insta360 Studio, Figma, Trello

WORK HISTORY

Software Engineer / VFX Producer, 01/2022 to **present**
Prosper XR – Cary, NC / Manchester, NH

- ❖ Produced [custom college graduation experiences](#) for **22,000** graduates and their families using virtual reality capture technology.
- ❖ Designed and programmed an automated pipeline in Adobe After Effects (**TypeScript**) and Google Sheets to streamline video renders, **saving ~\$90k (~3000 hours)** in our editing workflow per 6-month production cycle.
- ❖ Edited and organized VR footage for production, yielding **504,800 views** in one graduation series (**353% more** than the client's **entire previous year**), and earning our client **1.4K subscribers** (a **9% increase** of their **entire** subscriber base since 2008).
- ❖ Wrote and maintained **63 pages of chaptered documentation** on my spreadsheets, code, and automation for future use.
- ❖ Designed parts in CAD for our crew's rig rover to reinforce its physical integrity.
- ❖ Managed our registration database and resolved support tickets to ensure client satisfaction.

XR Software Developer / VR Lab Guide, 09/2022 to **present**
Duke University Multimedia Project Studio – Durham, NC

- ❖ Developed a **Unity-Arduino** interface in **C#** and **C++** for avian research in Duke's Biology Department.
- ❖ Built a GUI using **Java Swing** to streamline our lab manager's workflow for handling scripts and data collection in each experiment phase.
- ❖ Troubleshooted **Unity** scripts and facilitated brainstorming for visiting students' projects to maximize their creative output.
- ❖ Designed and manufactured CADed components for use in building custom experimental setups.
- ❖ Directed graduate and undergraduate students in the use of VR equipment and applications (**Unity** and **Maya**).

Sales Generalist & Customer Experience Specialist, 06/2021 to 01/2022
Best Buy, Inc. – Cary, NC

- ❖ Achieved **\$263,193** in sales revenue in the first two months of work, working only part-time hours.
- ❖ Trained new coworkers on sales strategies, product knowledge, and operating procedures.

EXTRACURRICULARS AND INTERESTS

- ❖ Appointed to Duke Smart Home Living/Learning Community - a lab centered on exploring sustainable technologies.
- ❖ Rock climbing, coordinating biweekly farmer's markets for my community, self-taught guitarist of three years and self-taught pianist of ten years.
- ❖ Intermediate in Spanish and learning Mandarin, freelance graphic design and art (including business cards).