William Song

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github.com/pojj

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SKILLS

Python – Pygame, SimpleGUI	JavaScript – React	PostgreSQL
Java – Java Swing	NodeJS – Express	HTML/CSS – Bootstrap

EXPERIENCE

Intern at Delta Controls   MAY 2022 – JUNE 2022
https://github.com/bstusiak/Delta-ATS-FrontEnd
https://github.com/bstusiak/Delta-ATS-BackEnd
Group of six

Designed and built an ATS (Applicant Tracking System). A full stack web app involving a client-side UI made with ReactJS connected to a backend with Axios. The backend is written with ExpressJS and deploys a PostgreSQL database to support account creation and management.

PROJECTS

Wordle Variant   MAY 2022 – JUNE 2022
https://github.com/pojj/wordle-variant
Individual

A fun spin-off on the popular game Wordle for a Computer Science 12 final project.
Made using React and uses Drag and Drop libraries.

Sudoku   DEC 2021 – FEB 2022
https://github.com/pojj/Sudoku
Individual

Made in Java using object-oriented programming.
Uses Java Swing library for a Computer Science 12 assignment.

2D Platforming Game   FEB 2021 - JUNE 2021
https://github.com/pojj/Programming_11
Individual

Made in Python as a school assignment.
Uses SimpleGUI and object-oriented programming.

Tetris Clone w/ Multiplayer and AI   OCT 2020 - NOV 2020
https://github.com/pojj/tetris-ai
Individual

Completed in Python as a personal project using the Pygame library.
2 players, optional AI and object-oriented programming.